

Projektor

CP-X9110/CP-WX9210/CP-WU9410

Bedienungsanleitung (Kurzform)

Vielen Dank, dass Sie diesen Projektor erworben haben.
Bitte lesen Sie vor Inbetriebnahme des Produkts zunächst diese Anleitung, um einen sicheren und vorschriftsmäßigen Gebrauch zu gewährleisten.

⚠WARNUNG ▶Vor der Verwendung des Produkts lesen Sie immer alle Bedienungsanleitungen für dieses Produkt gründlich durch. Verwahren Sie die Handbücher nach dem Lesen an einem sicheren Platz.

▶Beachten Sie alle Warnungen und Hinweise in den Handbüchern oder auf dem Produkt.

▶Befolgen Sie alle Hinweise in den Handbüchern oder auf dem Produkt.

HINWEIS • Sofern nicht anders angegeben, bezieht sich in dieser Anleitung der Begriff „die Anleitungen“ auf alle mit dem Produkt gelieferten Dokumente und der Begriff „das Produkt“ auf den Projektor sowie alle mit ihm gelieferten Zubehörteile.

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Einleitende Hinweise

Erläuterung der Kennwörter und grafischen Symbole

Die folgenden Kennwörter und grafischen Symbole werden aus Sicherheitsgründen in den Anleitungen und am Gerät verwendet. Bitte prägen Sie sich ihre Bedeutung ein und beachten Sie die entsprechenden Hinweise und Anweisungen.

⚠ WARNUNG Dieses Kennwort warnt vor Gefahren, die eine schwere Verletzung oder sogar den Tod zur Folge haben können.

⚠ VORSICHT Dieses Kennwort warnt vor Gefahren, die eine Verletzung oder einen Sachschaden zur Folge haben können.

ZUR BEACHTUNG Dieses Kennwort macht auf Fehler aufmerksam, die eine Störung verursachen können.

Wichtige Sicherheitsanweisungen

Im Folgenden sind wichtige Anweisungen aufgeführt, die für den sicheren Gebrauch des Produkts zu beachten sind. Achten Sie darauf, dass diese Anweisungen bei der Handhabung des Produkts befolgt werden. Der Hersteller lehnt jede Haftung für Schäden ab, die durch eine falsche Behandlung, die über den normalen, in diesem Handbuch beschriebenen Betrieb hinaus geht, entstehen.

- ⚠ WARNUNG** ► Verwenden Sie das Produkt niemals, wenn es ein ungewöhnliches Betriebsverhalten an den Tag legt oder ein Problem vermutet wird (z.B. Rauch- oder Geruchsentwicklung, Eindringen von Flüssigkeiten oder Fremdkörpern, Gerätedefekt usw.). Sollte ein ungewöhnliches Betriebsverhalten oder Problem auftreten, ziehen Sie sofort den Netzstecker.
- Stellen Sie das Produkt außerhalb der Reichweite von Kindern und Haustieren auf.
 - Halten Sie die Kleinteile von Kindern und Haustieren fern. Bei versehentlichem Verschlucken bitte zwecks Notbehandlung sofort an einen Arzt wenden.
 - Sehen Sie bei Blitzschlaggefahr von der Verwendung des Produkts ab.
 - Wenn der Projektor voraussichtlich längere Zeit nicht gebraucht wird, ziehen Sie zur Sicherheit den Netzstecker.
 - Der Projektor darf nicht ohne angebrachte Objektivereinheit an eine Stromversorgung angeschlossen werden.
 - Öffnen oder entfernen Sie keine Teile des Produkts, wenn dies in den Anleitungen nicht ausdrücklich angewiesen wird. Überlassen Sie die Wartung von Teilen im Inneren dem Fachhändler oder Kundendienst.
 - Verwenden Sie ausschließlich die vom Hersteller vorgeschriebenen oder empfohlenen Zubehörteile.
 - Nehmen Sie keine Modifikationen an Projektor oder Zubehör vor.
 - Achten Sie darauf, dass weder Flüssigkeiten noch Fremdkörper in das Innere des Produkts gelangen.
 - Schützen Sie das Produkt vor Nässe.
 - Stellen Sie den Projektor nicht an Orten auf, an denen Öle wie z.B. Speise- oder Maschinenöl verwendet werden. Öl kann dem Gerät schaden und Fehlfunktionen oder das Herabfallen des Geräts aus seiner Befestigung zur Folge haben.
 - Setzen Sie das Produkt weder Erschütterungen noch Druckeinwirkung aus.
 - Stellen Sie das Produkt nicht auf einer instabilen Unterlage auf, wie beispielsweise auf einer unebenen Fläche oder einem schief stehenden Tisch.
 - Stellen Sie das Produkt nicht so auf, dass es wackelig steht. Stellen Sie den Projektor so auf, dass er nicht über die Standfläche herausragt.
 - Der Projektor besteht aus Präzisionsbauteilen und darf daher keinen Stößen oder Erschütterungen ausgesetzt werden.
 - Bevor Sie den Projektor bewegen, entfernen Sie alle angebrachten Teile einschließlich der Netzleitung und der Verbindungsleitung.
 - Blicken Sie bei eingeschalteter Lampe nicht in das Objektiv oder durch die Öffnungen am Projektor.
 - Nähern Sie sich bei eingeschalteter Projektionslampe nicht der Lampenabdeckung oder den Abluftöffnungen. Auch nach dem Ausschalten der Lampe sollten Sie diese Bereiche meiden, da sie noch eine Weile heiß sind.

Richtlinien und Vorschriften

Elektromagnetische Verträglichkeit

Dies ist ein Produkt der Klasse A. Bei der Verwendung im häuslichen Bereich können Störungen des Radio- oder Fernsehempfangs auftreten. Beim Auftreten derartiger Störungen hat der Benutzer gegebenenfalls Abhilfemaßnahmen zu treffen.

Bei Verwendung in Wohngebieten kann dieses Produkt Interferenzen verursachen. Eine derartige Verwendung ist zu unterlassen, es sei denn, der Benutzer ergreift spezielle Maßnahmen, um die elektromagnetische Strahlung zu verringern und eine Störung des Radio- und Fernsehempfangs zu vermeiden.

In Kanada

Dieser digitale Apparat der Klasse A erfüllt das kanadische ICES-003.

In den USA und Orten, an denen die Anforderungen der FCC gültig sind

Dieses Gerät erfüllt Teil 15 der FCC Rules. Sein Betrieb unterliegt den beiden folgenden Bedingungen: (1) Dieses Gerät darf keine schädlichen Störungen verursachen, und (2) dieses Gerät muss jede empfangene Störung annehmen, auch solche, die zu einem unerwünschten Betrieb führen kann.

Dieses Gerät wurde getestet und als den Bestimmungen für ein Digitalgerät der Klasse A gemäß Abschnitt 15 der FCC-Richtlinien entsprechend befunden.

Diese Einschränkungen sollen ausreichenden Schutz gegen schädliche Störungen bei kommerziellem Einsatz bieten.

Dieses Gerät generiert und verwendet Funkfrequenzenergie und kann solche abstrahlen, und wenn es nicht gemäß der Anleitung installiert und verwendet wird, kann es den Funkverkehr stören. Der Betrieb dieses Geräts in einer Wohneinrichtung verursacht aller Wahrscheinlichkeit nach Störungen. Bei Auftreten solcher Störungen ist es die Pflicht des Benutzers, auf eigene Kosten Abhilfe zu schaffen.

INFORMATIONEN FÜR NUTZER: Einige Leitungen müssen mit dem Kernsatz verwendet werden. Verwenden Sie für den Anschluss eine Zubehörleitung oder eine Leitung des bestimmten Typs. Hat die Leitung nur an einem Ende einen Kern, so schließen Sie den Kern an den Projektor an.

VORSICHT: Nimmt der Benutzer Änderungen oder Abänderungen vor, die von der verantwortlichen Partei nicht als zulässig genehmigt wurden, so verliert er möglicherweise das Recht zur Benutzung der Ausrüstung.

Richtlinien und Vorschriften (Fortsetzung)

Entsorgung von Elektro- und Elektronik-Altgeräten

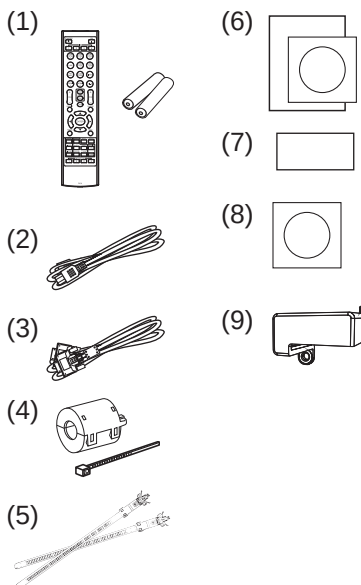


Das Symbol ist in Übereinstimmung mit der Richtlinie 2002/96/EG über Elektro- und Elektronik-Altgeräte (Elektro- und Elektronik - Altgeräte Richtlinie). Das Symbol weist darauf hin, dass das Gerät einschließlich ge- und verbrauchten Batterien bzw Akkus nicht in den Hausmüll gegeben werden darf, sondern den hierfür bestimmten getrennten Sammelsystemen zugeführt werden muss. Falls die mit diesem Gerät mitgelieferten Batterien oder Akkus mit dem chemischen Symbol Hg, Cd oder Pb markiert sind, bedeutet dies, dass sie einen Schwermetallanteil von über 0,0005% Quecksilber, 0,002% Kadmium enthalten oder 0,004% Blei enthalten.

Lieferumfang

Ihr Projektor sollte mit den unten gezeigten Teilen geliefert worden sein. Prüfen Sie, ob alle Artikel enthalten sind. Falls Artikel fehlen, wenden Sie sich bitte sofort an Ihren Fachhändler.

- (1) Fernbedienung mit zwei R6-Batterien (AA, Mignon)
- (2) Netzleitung
- (3) Computerleitung
- (4) Ferritkern und Binder (x2)
- (5) Kabelbinder (x2)
- (6) Bedienungsanleitung (Buch x 1, CD x 1)
- (7) Sicherheitsschild
- (8) Anwendungs-CD
- (9) Adapterabdeckung



⚠WARNUNG ► Halten Sie die Kleinteile von Kindern und Haustieren fern. Achten Sie darauf, dass Kleinteile nicht in den Mund genommen werden. Bei versehentlichem Verschlucken bitte zwecks Notbehandlung sofort an einen Arzt wenden.

HINWEIS • Bewahren Sie das Originalverpackungsmaterial für späteren Transport auf. Beim Transport des Projektors verwenden Sie immer das originale Verpackungsmaterial. Seien Sie besonders beim Objektiv vorsichtig.

- Vom Projektor kann ein Klappergeräusch zu hören sein, wenn er geneigt, bewegt oder geschüttelt wird. Das Geräusch wird durch die sich bewegende Luftstrom-Regelklappe im Projektor erzeugt. Dies sollte nicht als Störung oder Fehlfunktion ausgelegt werden.

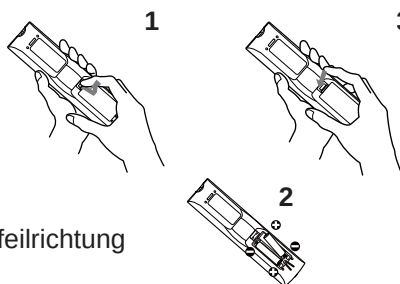
Montage der Objektivereinheit

Siehe die Anleitung des optionalen Objektivs.

Vorbereitung der Fernsteuerung

Bitte legen Sie vor der Verwendung der Fernbedienung Batterien ein. Wenn eine Fehlfunktion an der Fernbedienung auftritt, müssen die Batterien ersetzt werden. Wenn Sie die Fernbedienung längere Zeit nicht verwenden wollen, nehmen Sie die Batterien aus der Fernbedienung und lagern Sie sie an einem sicheren Ort.

1. Drücken Sie gegen den Haken am Batteriedeckel und entfernen Sie ihn.
2. Legen Sie die beiden AA-Batterien (**HITACHI MAXELL, Teilenummer LR6 oder R6P**) entsprechend ihrer Plus- und Minuspole wie angezeigt in die Fernbedienung ein.
3. Schieben Sie den Batteriefachdeckel in Pfeilrichtung zurück, bis er wieder einrastet.



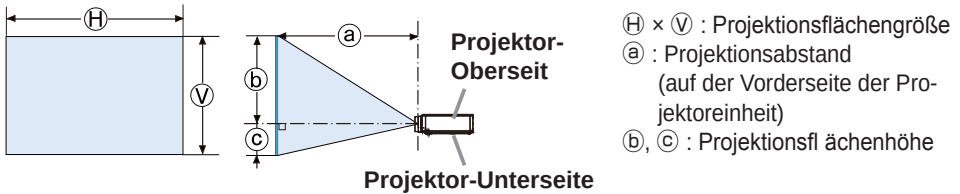
DEUTSCH

⚠WARNUNG ►Gehen Sie stets vorsichtig mit den Batterien um und verwenden Sie sie sachgemäß. Falsche Verwendung kann zu Batterieexplosion, Rissen oder Lecks führen, was zu Brand, Verletzungen und/oder Verschmutzung der Umwelt führen kann.

- Ersetzen Sie beim Auswechseln der Batterien beide durch frische Batterien desselben Typs. Legen Sie niemals eine neue und eine gebrauchte Batterie ein.
- Verwenden Sie nur die vorgeschriebenen Batterien. Verwenden Sie Batterien unterschiedlicher Sorten nicht gleichzeitig. Verwenden Sie nicht gleichzeitig neue und gebrauchte Batterien.
- Beim Einlegen sicherstellen, dass die Plus- und Minusklemmen der Batterie richtig ausgerichtet sind.
- Halten Sie die Batterie außer Reichweite von Kindern und Haustieren.
- Batterien dürfen nicht aufgeladen, kurzgeschlossen, gelötet oder geöffnet werden.
- Batterien nicht in Feuer oder Wasser werfen. Batterien an dunkler, kühler und trockener Stelle aufbewahren.
- Falls die Batterie leak wird, die Batterieflüssigkeit sofort abwischen und die Batterie ersetzen. Falls Batterieflüssigkeit auf Haut oder Kleidung gerät, sofort mit Wasser abspülen.
- Entsorgen Sie die Batterie gemäß den örtlichen Gesetzen.

Anordnung

Siehe Tabellen **T-1** bis **T-3** am Ende dieser Bedienungsanleitung sowie die folgenden Angaben, um Bildschirmgröße und Projektionsabstand zu bestimmen. Die in der Tabelle enthaltenen Werte beziehen sich auf ein Bildschirmbild mit maximaler Größe.



⚠ WARNUNG ► Installieren Sie den Projektor an einem Standort, an dem Sie einfachen Zugang zu einer Steckdose haben.

► Stellen Sie den Projektor in einer stabilen, waagerechten Position auf.

- Benutzen Sie ausschließlich das vom Hersteller spezifizierte Montagezubehör. Lesen Sie die mit den Befestigungsteilen gelieferte Anleitung und bewahren Sie sie gut auf.
- Für Spezialinstallationen, wie z. B. die Anbringung an der Decke, lassen Sie sich bitte zuvor von Ihrem Händler beraten. Gegebenenfalls benötigen Sie spezielles Montagezubehör und Service.

- Den Projektor nicht mit der Seite/Vorderseite/Rückseite nach oben aufstellen.

- Bringen Sie nichts am Projektor an bzw. legen Sie nichts auf dem Projektor ab, sofern nicht anderweitig in der Bedienungsanleitung beschrieben.

► Installieren Sie den Projektor nicht in der Nähe von thermisch leitenden oder entflammaren Gegenständen.

► Stellen Sie den Projektor nicht an Orten auf, an denen Öle wie z.B. Speise- oder Maschinenöl verwendet werden.

► Stellen Sie den Projektor nicht an einem Ort auf, wo er nass werden kann.

- DLP-Chips sind Präzisionsbauteile. In seltenen Fällen können Bildpunkte dunkel sein oder dauerhaft leuchten, was jedoch keine Störung darstellt.
- Ein direkt auf die Linsenfläche fallender Laserstrahl kann den bzw. die DLP-Chips beschädigen.

⚠ VORSICHT ► Stellen Sie den Projektor an einem kühlen Ort auf und achten Sie auf ausreichende Lüftung.

- Lassen Sie einen Abstand von 50 cm oder mehr von den Seiten des Projektors zu anderen Gegenständen wie Wänden.

- Die Lüftungsöffnungen des Projektors dürfen nicht verstopft, blockiert oder anderweitig verdeckt werden.

- Stellen Sie den Projektor nicht an Standorte, die einem Magnetfeld ausgesetzt sind. Dies könnte zu Fehlfunktionen der Kühlventilatoren im Inneren des Projektors führen.

► Rauchige, feuchte oder staubige Orte bei der Aufstellung des Projektors vermeiden.

- Stellen Sie den Projektor nicht in die Nähe von Luftbefeuchtern.

ZUR BEACHTUNG ► Der Projektor muss so positioniert werden, dass nicht Licht direkt auf den Fernbedienungssensor des Projektors fällt.

► Stellen Sie das Produkt nicht in einem Ort auf, wo es den Rundfunkempfang stören kann.

► Wählen Sie für HÖHENLAGE im Menüpunkt SERVICE des Menüs OPT. die richtige Einstellung. Wir empfehlen, die Einstellung stets auf AUTO zu belassen.

Wird der Projektor mit einer falschen Einstellung benutzt, können der Projektor selbst oder innenliegende Bestandteile beschädigt werden.

Anschließen der Geräte

Vergewissern Sie sich vor dem Anschluss des Projektors an ein Gerät in der Bedienungsanleitung des Geräts, ob dieses für den Anschluss an den Projektor geeignet ist und legen Sie das dem Gerätesignal entsprechende erforderliche Zubehör wie Kabel bereit. Sollte das für den Abschluss benötigte Zubehör nicht zum Lieferumfang des Projektors gehören oder beschädigt worden sein, wenden Sie sich an Ihren Fachhändler.

Vergewissern Sie sich zunächst, dass der Projektor und das andere Gerät ausgeschaltet sind, und stellen Sie dann die Verbindung den folgenden Anweisungen gemäß her. Siehe Abbildungen **F-1** bis **F-4** am Ende dieser Bedienungsanleitung.

⚠WARNUNG ► Verwenden Sie ausschließlich das vorgesehene Zubehör. Anderenfalls kann es zu einem Feuer oder der Beschädigung des Geräts bzw. des Projektors kommen.

- Verwenden Sie nur die angegebene Zubehör oder vom Hersteller des Projektors empfohlen. Es können für den Anschluss auch bestimmte Vorschriften gelten.
- Projektor und Zubehör dürfen nicht auseinander gebaut oder modifiziert werden.
- Verwenden Sie niemals beschädigtes Zubehör. Achten Sie darauf, das Zubehör nicht zu beschädigen. Route die Leitungen so, dass niemand auf sie tritt und sie nicht irgendwo eingeklemmt werden.

► Der USB Wireless Adapter kann heiß werden, weshalb Sie zur Vermeidung möglicher Verbrennungen die Netzleitung des Projektors ziehen und dann 10 Minuten warten sollten, bevor Sie den Adapter berühren.

⚠VORSICHT ► Bei einer Leitungen, die nur an einem Ende einen Ferritkern hat, schließen Sie das Ende mit dem Kern an den Projektor an. Dies kann nach den EMB-Vorschriften erforderlich sein.

► Holen Sie unbedingt die Zustimmung des Netzwerkadministrators ein, bevor Sie den Projektor an ein Netzwerk anschließen.

► Schließen Sie den **LAN**-Anschluss nicht an ein Netzwerk mit zu hoher Spannung an.

► Um die wireless Netzwerkfunktion dieses Projektors nutzen zu können, benötigen Sie den als optionales Zubehör erhältlichen USB Wireless Adapter. Bevor Sie den USB Wireless Adapter verbinden, schalten Sie den Projektor aus und ziehen die Netzleitung aus der Steckdose.

HINWEIS • Schalten Sie den Projektor nicht ein oder aus, während er mit einem in Betrieb befindlichen Gerät verbunden ist, es sei denn, dies entspricht einer Anweisung in der Bedienungsanleitung des Geräts.

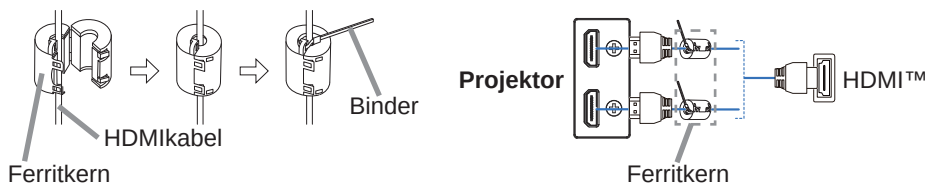
- Die Funktion einiger Eingangsanschlüsse kann entsprechend Ihrer Benutzeranforderungen eingestellt werden.
- Achten Sie darauf, einen Stecker nicht versehentlich mit dem falschen Anschluss zu verbinden.

Ferritkern für HDMIkabel

Wenn ein HDMIkabel an den Projektor angeschlossen wird, muss der mit dem Projektor gelieferte Ferritkern am HDMIkabel angebracht werden.

Nehmen Sie bei der Anbringung des Ferritkerns an einem der Leitungsenden Bezug auf die nachstehende Abbildung, und befestigen Sie ihn mit dem im Zubehör enthaltenen Binder.

Dieses Leitungsende muss an den Projektor angeschlossen werden.



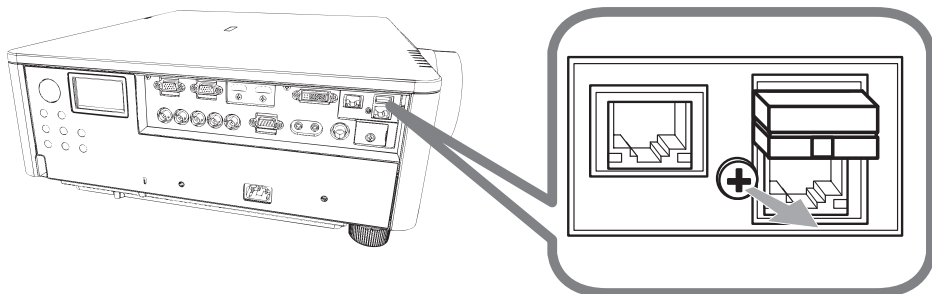
Anbringen der Adapterabdeckung

Verwenden Sie bei Gebrauch des USB Wireless Adapters die mitgelieferte Adapterabdeckung, um mögliche Verbrennungen zu vermeiden.

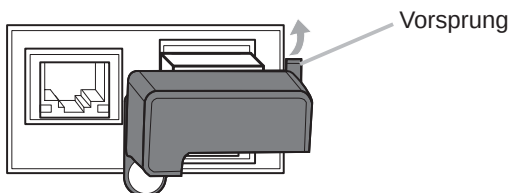
USB Wireless Adapter: USB-WL-11N

Temperaturbereich: 0 ~ 45 °C (Betrieb)

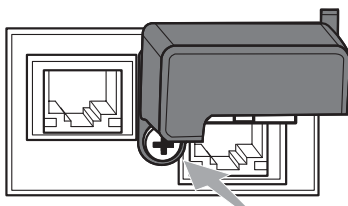
1. Lösen Sie die Schraube (durch ein Dreieck gekennzeichnet) links unter dem Anschluss **WIRELESS**.



2. Führen Sie die Zunge der Abdeckung in Pfeilrichtung in das Loch rechts oben am Anschluss **WIRELESS** ein.



3. Richten Sie die Schraublöcher von Projektor und Abdeckung aneinander aus. Führen Sie dann die vom Projektor abgenommene Schraube in das Schraubloch ein und drehen Sie sie fest.

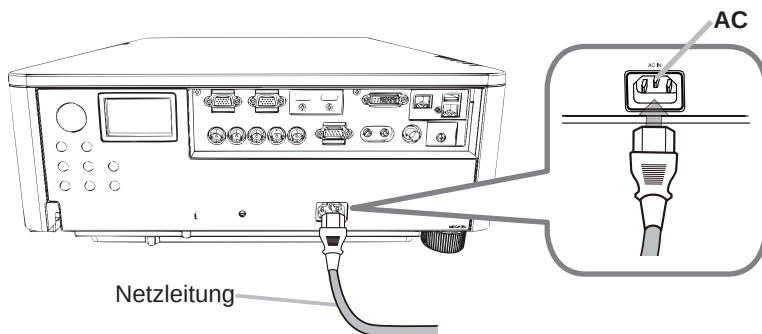


△WARNUNG ► Halten Sie die Kleinteile von Kindern und Haustieren fern. Achten Sie darauf, dass Kleinteile und Adapter nicht in den Mund genommen werden.
► Um Verbrennungen zu verhindern, berühren Sie den USB Wireless Adapter bitte erst ungefähr 10 Minuten, nachdem der Netzstecker am Projektor aus der Steckdose gezogen wurde.

Stromversorgung anschließen

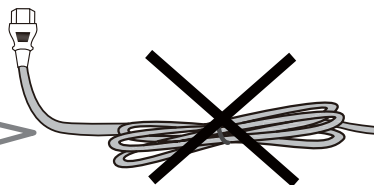
1. Schließen Sie die Netzleitung an den **AC** (Netzanschluss) des Projektors an.
2. Stecken Sie den Stecker der Netzleitung in die Steckdose. Nachdem die Stromversorgung einige Sekunden lang anliegt leuchtet die **POWER**-Anzeige konstant orangefarben auf.

Bitte denken Sie daran, dass bei aktivierter DIREKTSTROM AN-Funktion, der Anschluss der Stromversorgung zum Einschalten des Projektors führt.



⚠ WARNUNG

► Verwenden Sie das Netzkabel nicht im aufgerollten bzw. gebündelten Zustand.



⚠ WARNUNG ► Schließen Sie den Projektor nicht an eine Steckdose an, wenn noch keine Objektivereinheit angebracht ist.

► Seien Sie besonders vorsichtig, wenn Sie die Netzleitung anschließen. Ist die Stromversorgung nicht korrekt angeschlossen, so besteht Brand- und/oder Stromschlaggefahr.

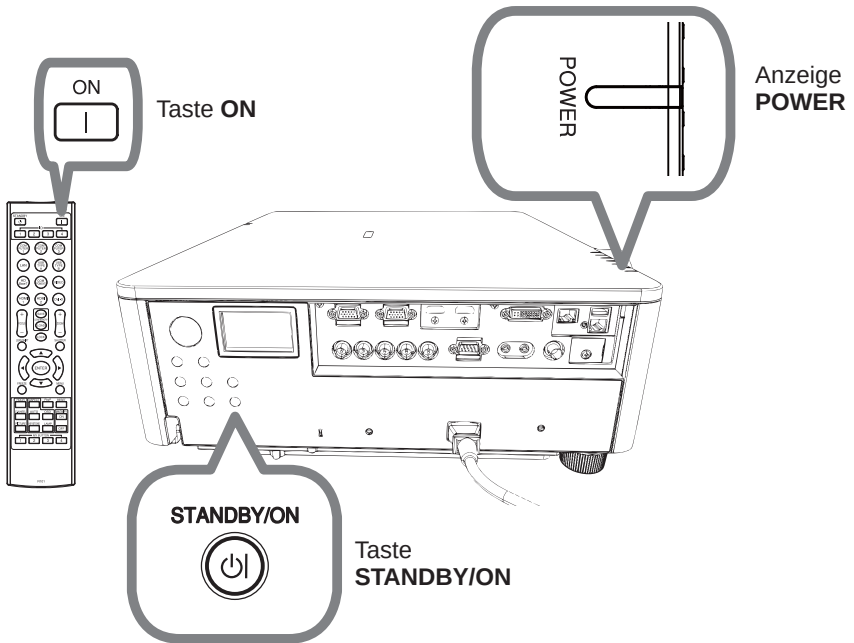
- Das Netzkabel nicht mit nassen Händen berühren.
- Verwenden Sie lediglich die im Lieferumfang des Projektors enthaltene Netzleitung. Nehmen Sie im Fall einer Beschädigung Kontakt mit Ihrem Händler auf. Modifizieren Sie nie die Netzleitung.
- Schließen Sie die Netzleitung nur an eine Steckdose an, für deren Spannung es geeignet ist. Die Steckdose sollte sich in der Nähe des Projektors befinden und leicht zugänglich sein. Die Netzleitung zur vollständigen Trennung von der Stromversorgung abziehen.
- Verteilen Sie die Stromversorgung nicht auf mehrere Geräte. Dies könnte zur Überlastung von Steckdose und Anschlüssen, dem Lösen der Verbindung bzw. zu einem Brand, elektrischen Schlag oder anderen Unfällen führen.
- Verbinden Sie den Erdungsanschluss für den Netzkabeleingang dieses Geräts mithilfe eines geeigneten Netzkabels (mitgeliefert) mit dem Erdungsanschluss des Gebäudes.

ZUR BEACHTUNG ► Dieses Produkt ist auch für die Verwendung mit IT-Power-Systemen mit einer Leiter-Leiter-Spannung von 220 bis 240 V geeignet.

Einschalten des Geräts

1. Prüfen Sie, ob die Netzleitung ordnungsgemäß und fest im Projektor und in der Steckdose eingesteckt ist.
2. Achten Sie darauf, dass die **POWER**-Anzeige konstant orange leuchtet.
3. Betätigen Sie die Taste **STANDBY/ON** am Projektor oder die Taste **ON** auf der Fernbedienung.

Die Projektionslampe leuchtet auf und die **POWER**-Anzeige beginnt, grün zu blinken. Ist der Projektor betriebsbereit, blinkt die Anzeige nicht mehr, sondern leuchtet konstant grün.



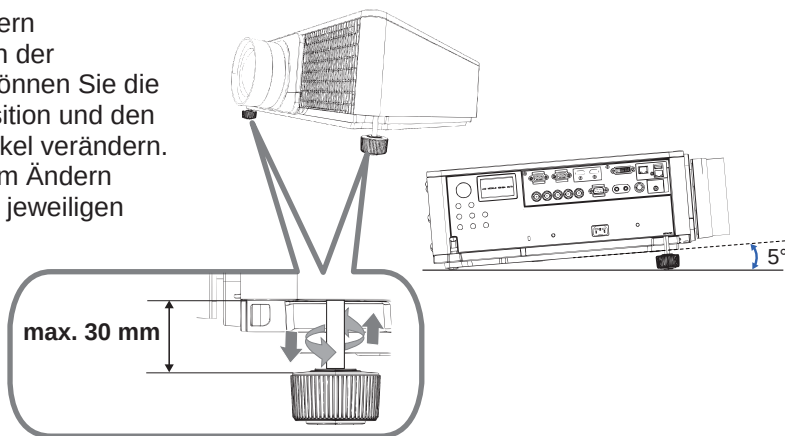
⚠WARNUNG ► Ein starkes Licht wird abgegeben, wenn der Projektor eingeschaltet ist. Blicken Sie nicht in das Objektiv des Projektors oder durch die Öffnungen des Projektors in das Gerät.

HINWEIS • Schalten Sie den Projektor immer ein, bevor Sie die angeschlossenen Geräte einschalten.

- Der Projektor hat eine DIREKTSTROM AN-Funktion, die den Projektor automatisch einschalten kann.

Ausrichten des Projektors über die einstellfüße

Durch Verlängern bzw. Verkürzen der Nivellierfüße können Sie die Projektionsposition und den Projektionswinkel verändern. Drehen Sie zum Ändern der Länge den jeweiligen Nivellierfuß.



DEUTSCH

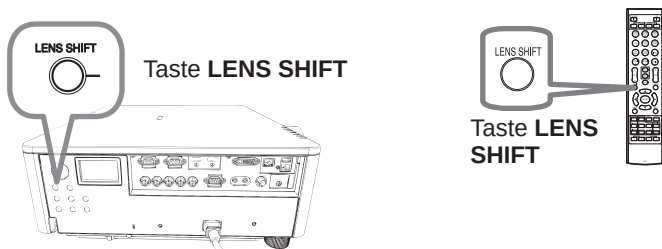
⚠WARNUNG ►Verlängern Sie die Nivellierfüße nicht auf mehr als 30 mm. Ein über diesen Grenzwert hinaus verlängerter Fuß kann sich vom Projektor lösen und eine Beschädigung des Projektors oder eine Verletzung verursachen.

⚠VORSICHT ►Stellen Sie den Projektor mit einem Winkel von mehr als 5 Grad auf. Wenn der Projektor bis über diesen Grenzwert hinaus geneigt wird, kann dies Störungen und eine Verkürzung der Projektorlebensdauer zur Folge haben.

Einstellen der Objektivposition

Eine Veränderung der Objektivposition bewirkt eine entsprechende Verschiebung der Projektionsposition.

Drücken Sie hierzu zunächst die **LENS SHIFT**-Taste (am Bedienfeld oder an der Fernbedienung) und verändern Sie die Objektivposition dann mit den Cursortasten.



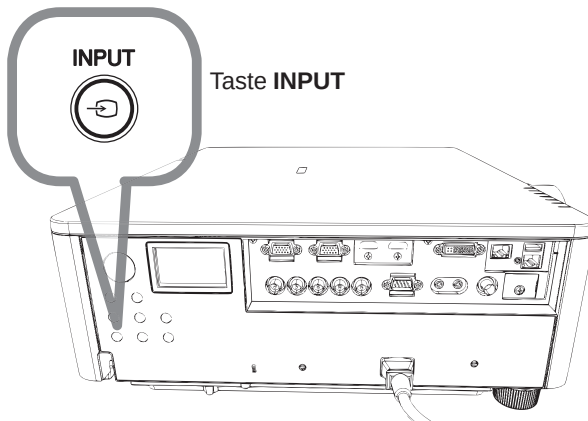
⚠VORSICHT ►Halten Sie Ihre Finger und Gegenstände vom Objektiv fern. Sie könnten sich im Bereich um das Objektiv einklemmen und verletzen.

HINWEIS • Bei Objektivbewegungen ignoriert der Projektor unter Umständen andere Bedienungen.

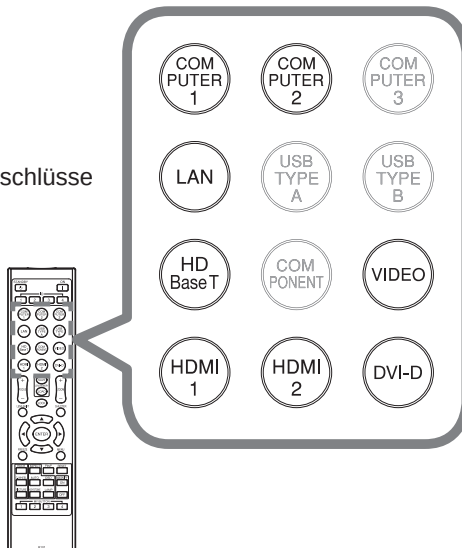
• Im Allgemeinen wird in Mittelstellung des Objektivs die beste Bildqualität erzielt.

Anzeige des Bildes

1. Aktivieren Sie Ihre Signalquelle. Schalten Sie die Signalquelle ein, und lassen Sie sie Signale zum Projektor senden.
2. Ein Eingangssignal wählen Drücken Sie die **INPUT**-Taste am Projektor. Bei jedem Drücken der Taste schaltet der Projektor seinen Eingangsanschluss um wie folgt. Sie können auch die Fernbedienung zur Wahl eines Eingangssignals verwenden. Wählen Sie mit der entsprechenden Taste den Eingangsanschluss.
COMPUTER 1 / 2, HDMI 1 / 2, DVI-D, HDBaseT, VIDEO, LAN

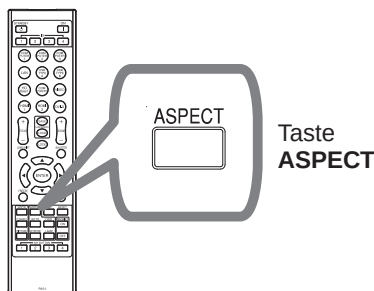


Tasten für Eingangsanschlüsse

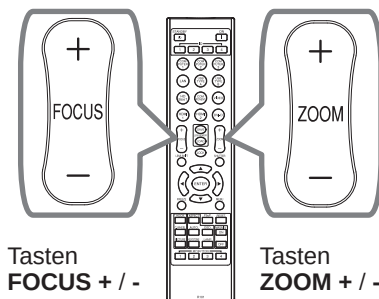


Anzeige des Bildes (Fortsetzung)

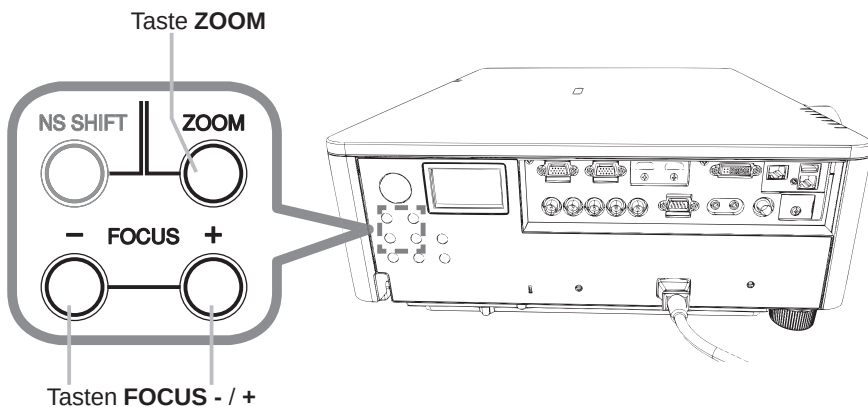
3. Drücken Sie die **ASPECT**-Taste an der Fernbedienung. Bei jedem Drücken der Taste schaltet der Projektor zwischen den Modi für das Seitenverhältnis um.



4. Betätigen Sie die Tasten **ZOOM + / -** auf der Fernbedienung oder die Taste **ZOOM** und die Cursortasten ◀/▶ am Projektor, um die Bildschirmgröße anzupassen.



5. Betätigen Sie die Tasten **FOCUS + / -** am Projektor oder auf der Fernbedienung, um den Fokus des Bildes einzustellen.

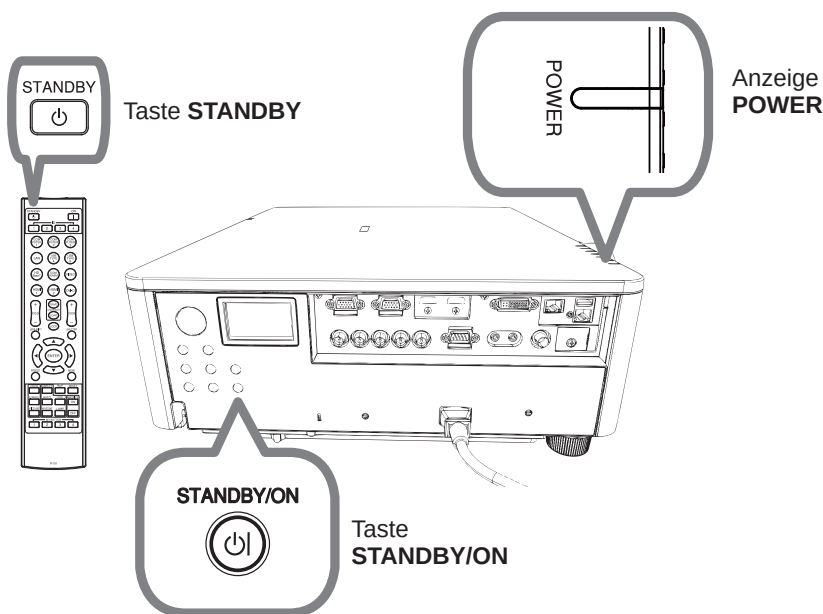


HINWEIS • Die **ASPECT**-Taste arbeitet nicht, wenn kein geeignetes Signal anliegt.
• Es kann Rauschen auftreten, und/oder der Bildschirm kann kurz flackern, wenn eine Bedienung vorgenommen wird. Dabei handelt es sich nicht um eine Fehlfunktion.

Ausschalten des Geräts

1. Betätigen Sie die Taste **STANDBY/ON** am Projektor oder die Taste **STANDBY** auf der Fernbedienung. Die Meldung "Ausschalten?" wird ungefähr fünf Sekunden lang auf dem Bildschirm angezeigt.
2. Betätigen Sie die Taste **STANDBY/ON** oder **STANDBY** noch einmal, wenn die Meldung eingeblendet wird. Die Lampe des Projektors erlischt und die **POWER**-Anzeige beginnt, orange zu blinken. Ist die Lampe vollständig abgekühlt, blinkt die **POWER**-Anzeige nicht mehr, sondern leuchtet konstant orange.

Nach dem Ausschalten des Projektors warten Sie mindestens 10 Minuten vor dem erneuten Einschalten. Schalten Sie den Projektor zudem nicht kurz nach dem Einschalten wieder aus. Anderenfalls kann es zu einer Fehlfunktion der Lampe oder einer Verkürzung der Lebensdauer einiger Komponenten einschließlich der Lampe kommen.



⚠️ WARNUNG ► Berühren Sie nicht während des Betriebs oder kurz danach die Umgebung von Lampenabdeckung und Abluftöffnungen; diese Bereiche sind sehr heiß.
► Die Netzleitung muss für vollständige Trennung abgezogen werden. Die Netzsteckdose soll nahe am Projektor und leicht zugänglich sein.

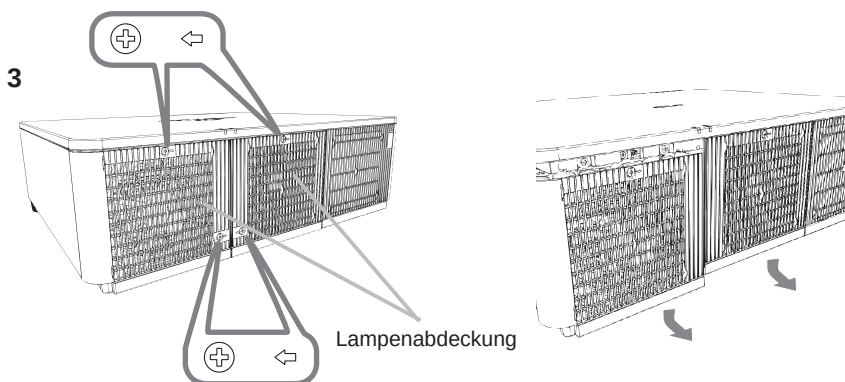
HINWEIS • Schalten Sie bitte den Projektor erst aus nachdem die angeschlossenen Geräte ausgeschaltet sind.
• Der Projektor hat eine AUTOMATIK AUS-Funktion, die den Projektor automatisch ausschalten kann.

Austausch der Lampe

Eine Lampe hat eine begrenzte Produktlebensdauer. Bei Verwendung der Lampe über längere Zeit besteht die Gefahr, dass die Bilder dunkler werden oder der Farbton schlecht wird. Beachten Sie, dass jede Lampe eine andere Lebensdauer hat, und manche Lampen bereits kurz nach der Inbetriebnahme bersten oder durchbrennen können. Bereitstellung einer neuen Lampe und früher Austausch werden empfohlen. Zum Bereitstellen einer neuen Lampe wenden Sie sich an Ihren Fachhändler und geben Sie die Lampentypennummer an.

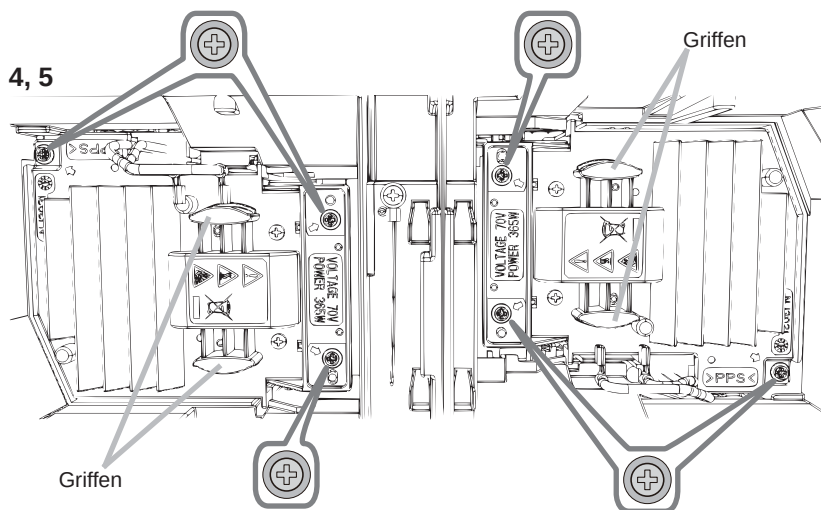
Typennummer : DT01581

1. Schalten Sie den Projektor aus, und ziehen Sie den Netzstecker ab. Lassen Sie die Lampe mindestens 45 Minuten lang abkühlen.
2. Stellen Sie eine neue Lampe bereit. Wenn der Projektor mit speziellen Zubehörteilen montiert ist, oder wenn die Lampe beschädigt ist, wenden Sie sich zum Austausch der Lampe an Ihren Fachhändler.
Wenn Sie die Lampe selber austauschen, verfahren Sie wie folgt.
3. Lösen Sie die Schraube (mit Pfeilmarkierung) des Lampendeckels, schieben Sie den Lampendeckel nach unten und heben Sie ihn ab, um ihn zu entfernen. Der Lampendeckel ist an einem kurzen Draht befestigt, damit er nicht herunterfallen kann.



Austausch der Lampe (Fortsetzung)

4. Lösen Sie die 3 Schrauben (mit Pfeilmarkierung) der Lampe und ziehen Sie die Lampe vorsichtig an den Griffen heraus.
Die anderen Schrauben dürfen unter keinen Umständen gelöst werden.



5. Setzen Sie die neue Lampe ein, und ziehen Sie die 3 im vorherigen Vorgang gelösten Schrauben erneut fest an.
6. Während Sie die gegenseitig eingreifenden Teile der Lampenabdeckung und des Projektors zusammensetzen, schieben Sie die Lampenabdeckung zurück in ihre Position. Dann ziehen Sie die Schraube der Lampenabdeckung sicher fest.
7. Schalten Sie den Projektor ein, und setzen Sie die Lampenzeit mit der Funktion LAMPENZEIT im Menü OPT. zurück. Einzelheiten siehe Seite.
- (1) Drücken Sie die **MENU**-Taste zur Anzeige eines Menüs.
 - (2) Treffen Sie mit der Cursortaste wie folgt die Auswahl.
EINF.MENÜ > FORTGESCHRITT > SETUP > LAMPE & FILTER
 - (3) Wählen Sie LAMPE 1 ZEIT oder LAMPE 2 ZEIT.
 - (4) Drücken Sie die Taste ►, um "OK" im Dialog zu wählen. Dadurch wird Rücksetzung der Lampenzeit ausgeführt.

⚠VORSICHT ► Berühren Sie nicht beim Herausnehmen der Lampe Innenteile des Projektors.

HINWEIS • Setzen Sie die Lampenzeit nur zurück, wenn Sie die Lampe ausgetauscht haben, um eine adäquate Anzeige zur Lampe zu erhalten. Die Lampenabdeckung sitzt am Kühllüfter und muss daher mit Vorsicht gehandhabt werden.

Austausch der Lampe (Fortsetzung)



HOCHSPANNUNG



HOHE TEMPERATUR



HOCHDRUCK

⚠ WARNUNG ► Der Projektor ist mit einer Quecksilberdampf-Hochdrucklampe aus Glas ausgestattet. Die Lampe kann mit einem lauten Knall platzen oder ausbrennen, wenn sie Erschütterungen ausgesetzt, verkratzt oder angefasst wird, wenn sie noch heiß ist. Außerdem kann dies geschehen, wenn sie abgenutzt ist. Beachten Sie, dass die Lampen eine ganz unterschiedliche Lebensdauer haben. Es kann vorkommen, dass einige von ihnen ausbrennen, wenn sie gerade ausgetauscht wurden. Außerdem, wenn die Lampe platzt, können Glassplitter in das Lampengehäuse fallen und quecksilberhaltige Dämpfe sowie Staub mit feinen Glaspartikeln aus den Lüftungsöffnungen des Projektors entweichen.

► **Zur Entsorgung der Lampe:** Dieses Produkt enthält eine Quecksilberlampe; nicht in den Haushaltsabfall werfen. Stets unter Beachtung aller geltenden Vorschriften als Sondermüll entsorgen.

- Zum Recycling der Lampe siehe www.lamprecycle.org (in den USA).
 - Zur Entsorgung des Produkts wenden Sie sich an die zuständige örtliche Behörde oder www.eiae.org (in den USA) oder www.epsc.ca (in Kanada).
- Für weitere Informationen wenden Sie sich an Ihren Fachhändler.



Ziehen Sie
den Stecker
aus
der
Steckdose

- Wenn die Lampe zerbricht (Sie hören es an dem lauten Knall), ziehen Sie die Netzleitung und lassen Sie sie durch den Fachhandel austauschen. Beachten Sie, dass Glassplitter das Projektorinnere beschädigen oder Verletzungen verursachen können; versuchen Sie also nicht, den Projektor zu reinigen und die Lampe selbst auszutauschen.
- Wenn die Lampe zerbrechen sollte (Sie hören es an dem lauten Knall), lüften Sie den Raum ausgiebig und achten Sie darauf, dass Sie die Dämpfe oder feine Partikel, die aus den Lüftungsöffnungen des Projektors entweichen, nicht einatmen und dass sie nicht in Augen oder Mund gelangen.
- Vor dem Ersetzen der Lampe schalten Sie den Projektor aus, ziehen Sie den Stecker aus der Steckdose und warten dann mindestens 45 Minuten, damit sich die Lampe ausreichend abkühlt. Andernfalls kann es zu Verbrennungen kommen oder die Lampe kann beim Anfassen zerbrechen.



- Niemals andere als die gekennzeichneten (mit Pfeil markierten) Schrauben lösen.
- Öffnen Sie bei von oben aufgehängter Montage des Projektors nie das Lampengehäuse. Das ist gefährlich, da Glassplitter herausfallen können, wenn die Lampe geplatzt ist. Außerdem ist es gefährlich, auf Leitern zu arbeiten. Lassen Sie die Lampe immer durch Ihren Fachhändler austauschen, selbst dann, wenn sie nicht zerbrochen ist.
- Benutzen Sie den Projektor nie, wenn das Lampengehäuse entfernt ist. Beim Austauschen der Lampe sicherstellen, dass die Schrauben fest eingeschraubt sind. Lose Schrauben können zu Schäden oder zu Verletzungen führen.



- Nur die Lampe des vorgeschriebenen Typs verwenden. Der Gebrauch einer Lampe, die nicht den Spezifikationen für dieses Modell entspricht, kann zu Bränden, schweren Schäden oder einer verkürzten Lebensdauer des Gerätes führen.
- Ist eine Lampe kurz nachdem sie ausgetauscht wurde wieder defekt, kann dies an elektrischen Problemen liegen, die nicht direkt mit der Lampe zu tun haben. Setzen Sie sich in diesem Fall mit Ihrem Händler in Verbindung.
- Vorsicht ist geboten: Durch Berührung oder Zerkratzen kann die Birne bei der Verwendung bersten.
- Bei Verwendung der Lampe über längere Zeit besteht die Gefahr, dass sie dunkel wird, nicht leuchtet oder birst. Ersetzen Sie die Lampe so bald wie möglich, wenn die Bilder zu dunkel sind oder der Farbtönen schlecht ist. Verwenden Sie keine alten (gebrauchten) Lampen, denn diese können leicht bersten.

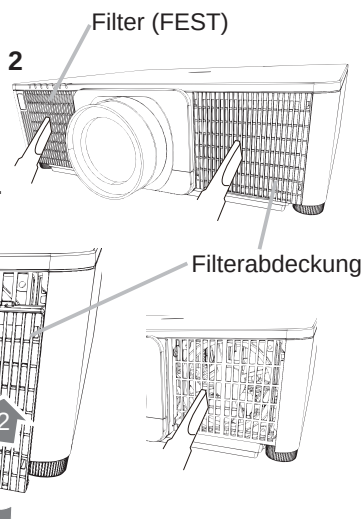
Reinigung und Austausch des Luftfilters

Bitte prüfen und reinigen Sie den Luftfilter regelmäßig. Wenn die Anzeigen oder eine Meldung zum Reinigen des Luftfilters auffordern, sollten Sie dieser Aufforderung so bald wie möglich nachkommen.

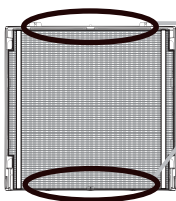
Ersetzen Sie die Filter, wenn diese beschädigt oder zu stark verschmutzt sind. Besorgen Sie sich bei Ihrem Händler bei Bedarf ein neues Filter-Set mit der folgenden Typenbezeichnung.

Typennummer : UX39551

1. Schalten Sie den Projektor ab und ziehen Sie das Netzleitung. Lassen Sie den Projektor ausreichend abkühlen.
2. Verwenden Sie einen Staubsauger zum Reinigen der Filterabdeckung und des umgebenden Bereichs.
3. Schieben Sie die Filtereinheit bis zum unteren Ende nach unten. Heben Sie sie dann leicht an, um sie abzunehmen.

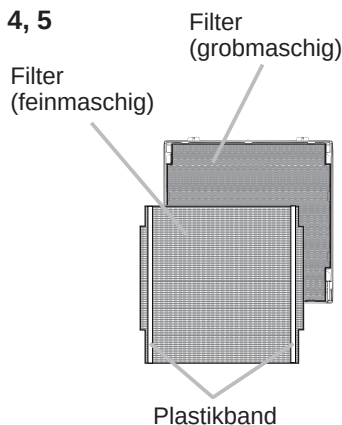


4. Nehmen Sie den feinmaschigen Filter heraus, während Sie die Filterabdeckung festhalten. Es wird empfohlen, den grobmaschigen Filter wie er ist in der Filterabdeckung zu belassen.



Entfernen Sie den Filter (feinmaschig) entweder von der Oberseite oder von der Unterseite her. Der Filter (feinmaschig) darf nicht von einer anderen Seite her entfernt werden, um ein Reißen zu vermeiden.

5. Saugen Sie beide Seiten des Feinfilters mit einem Staubsauger ab und halten Sie den Filter dabei so, dass er nicht eingesaugt werden kann. Entfernen Sie zum Säubern des grobmaschigen Filters Schmutz mit einem Staubsauger aus dem Inneren der Filterabdeckung. Falls die Filter beschädigt oder stark verschmutzt sein sollten, ersetzen Sie sie durch neue.
6. Setzen Sie den Filter wieder in die Filterabdeckung ein und achten Sie darauf, dass sich das Plastikband auf der Oberseite befindet.
7. Setzen Sie die Filtereinheit wieder in den Projektor ein.



Reinigung und Austausch des Luftfilters (Fortsetzung)

8. Schalten Sie den Projektor ein, und setzen Sie die Filterzeit mit der Funktion FILTER-TIMER im EINF.MENÜ zurück.
- (1) Drücken Sie die Taste **MENU** zur Anzeige eines Menüs.
 - (2) Weisen Sie auf FILTER-TIMER mit der Taste **▲/▼**, und drücken Sie dann die Taste **►** (oder **ENTER / RESET**). Ein Dialog erscheint.
 - (3) Drücken Sie die Taste **►**, um „OK“ im Dialog zu wählen. Dadurch wird Rücksetzung der Filter-Zeit ausgeführt.

⚠WARNUNG ► Vor der Wartung des Luftfilters stellen Sie sicher, dass die Netzleitung nicht eingesteckt ist, und lassen Sie den Projektor ausreichend abkühlen.

► Nur den Luftfilter des vorgeschriebenen Typs verwenden. Der Projektor darf ohne Luftfilter und Filterabdeckung nicht verwendet werden. Dies kann zu Bränden oder Fehlfunktionen am Projektor führen.

► Reinigen Sie den Luftfilter regelmäßig. Wenn der Luftfilter durch Staub o.ä. verstopft wird, steigt die Innentemperatur an, was zu Bränden, Durchbrennen oder Fehlfunktionen am Projektor führen kann.

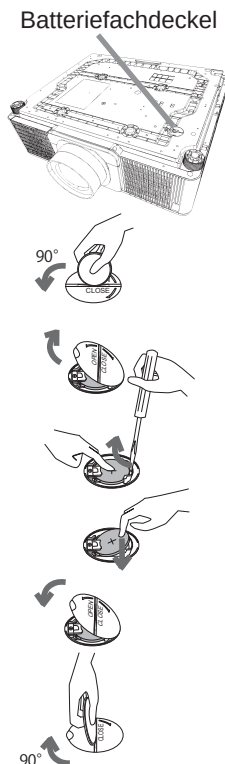
HINWEIS • Setzen Sie die Filter-Zeit nur zurück, wenn Sie den Luftfilter gereinigt oder ausgetauscht haben, um eine richtige Anzeige zum Luftfilter zu erhalten.

• Der Projektor kann eine Meldung wie „LUFTEINLAß UBERPR.“ anzeigen oder ausschalten, um internen Hitzestau zu vermeiden.

Austausch der internen Uhr batterie

Durch Leistungsverlust der Batterie wird die Ganggenauigkeit der Uhr beeinträchtigt. Wenn die Uhr die Zeit nicht mehr richtig anzeigt oder nicht mehr arbeitet, ersetzen Sie wie nachstehend beschrieben die Batterie.

1. Schalten Sie den Projektor aus und ziehen Sie den Netzstecker ab. Lassen Sie den Projektor ausreichend abkühlen.
2. Stellen Sie sicher, dass der Projektor richtig abgekühlt ist, und drehen Sie den Projektor langsam um, so dass die Unterseite nach oben weist.
3. Drehen Sie den Batteriefachdeckel vollständig in die mit "OPEN" angezeigte Richtung. Verwenden Sie hierzu eine Münze oder ähnliches und heben Sie den Batteriefachdeckel an, um diesen zu entfernen.
4. Brechen Sie die Batterie mit einem Flach-Schraubenschlüssel oder ähnlichem Gerät heraus. Schieben Sie während diesem Aufbrechen einen Finger vorsichtig in die Batterie, da diese ansonsten aus der Halterung herauspringen könnte.
5. Tauschen Sie die Batterie gegen eine neue Batterie des Modells **HITACHI MAXELL**, Teilenummer **CR2032** oder **CR2032H** aus. Schieben Sie die Batterie unter die Kunststoffklaue, und drücken Sie sie in die Halterung, bis sie mit einem Klicken einrastet.
6. Bringen Sie den Batteriefachdeckel wieder an und drehen Sie ihn dann mit einem Gegenstand wie einer Münze zum Sichern in die mit "CLOSE" gekennzeichnete Richtung.



⚠WARNUNG ► Behandeln Sie Batterien immer vorsichtig und verwenden Sie sie sachgemäß. Die Batterie kann bei falscher Behandlung explodieren. Die Batterie nicht aufladen, zerlegen oder in ein Feuer werfen. Auch falsche Verwendung kann zu Rissen oder Lecks führen, was zu Bränden, Verletzungen und/oder Verschmutzung der umgebenden Umwelt führen kann.

- Verwenden Sie nur die vorgeschriebenen Batterien.
- Beim Einlegen sicherstellen, dass die Plus- und Minusklemmen der Batterie richtig ausgerichtet sind. Wenn die Batterie umgekehrt im Batteriehalter eingesetzt wird, kann es schwierig sein, sie herauszunehmen.
- Halten Sie die Batterie außer Reichweite von Kindern und Haustieren. Falls die Batterie verschluckt wird, wenden Sie sich zwecks einer Notbehandlung sofort an einen Arzt.
- Batterien nicht in Feuer oder Wasser werfen. Batterien an dunklem, kühlem und trockenem Ort aufbewahren.
- Batterien nicht in Feuer oder Wasser werfen. Batterien an dunkler, kühler und trockener Stelle aufbewahren.
- Falls die Batterie leakt, die Batterieflüssigkeit abwischen und dann die Batterie ersetzen. Falls Batterieflüssigkeit auf Haut oder Kleidung gerät, sofort mit Wasser abspülen.
- Entsorgen Sie die Batterie gemäß den örtlichen Gesetzen.

Verwendung der CD-Anleitung

Die anderen Anleitungen für dieses Produkt befinden sich auf der mitgelieferten CD-ROM mit dem Titel "User's Manual (detailed)". Vor der Verwendung der CD-ROM lesen Sie bitte Folgendes sorgfältig durch, um richtige Verwendung sicherzustellen.

■ Systemvoraussetzungen

Das Computersystem für diese CD muss folgende Voraussetzungen erfüllen:

Windows®: Betriebssystem: Windows® XP, Windows Vista®,
Windows 7 oder neuer

Macintosh®: Betriebssystem: Mac OS® 10.2 oder neuer

CD-ROM/DVD-ROM-Laufwerk

Software: Microsoft® Internet Explorer® 6.0 und
Adobe® Acrobat® Reader® 8.0 oder neuer

DEUTSCH

■ Wie Sie die CD verwenden

1. Legen Sie die CD in das CD-ROM/DVD-ROM-Laufwerk des Computers.

Windows® : Nach einer Weile startet Ihr Web-Browser automatisch.
Das Startfenster erscheint.

Macintosh® : (1) Klicken Sie zweimal auf das Symbol „PROJECTORS“
auf Ihrem Desktop.

(2) Klicken Sie auf „main.html“, wird der Web-Browser
geladen und das Startfenster öffnet sich.

2. Wollen Sie das Handbuch lesen, klicken Sie zunächst auf die Modellbezeichnung
Ihres Projektors und dann in der Liste auf die gewünschte Sprache.
Die Bedienungsanleitung (detailliert) wird geöffnet.

⚠VORSICHT ► Verwenden Sie die CD nur in einem CD/DVD-Laufwerk
eines Computers. Die CD-ROM ist ausschließlich für Computerverwendung
ausgelegt. LEGEN SIE DIE CD-ROM NIE IN EINEN NORMALEN CD/
DVD-PLAYER! Hierbei kann ein so lautes Geräusch entstehen, dass es die
Lautsprecher zerstört oder Ihr Gehör schädigt.

• Verwahren Sie die CD nach Benutzung in ihrer Box auf. Lagern Sie die CD nie
in direktem Sonnenlicht, bei hohen Temperaturen oder hoher Luftfeuchtigkeit.

HINWEIS • Die Informationen auf der CD können sich ohne vorherige
Ankündigung ändern. Bitte sehen Sie auf unseren website nach, wo Sie die
neueste Information über diesen Projektor erhalten können. (📖24)

• Es wird keinerlei Haftung für Probleme oder Schäden an Hard- und Software
Ihres Computers übernommen, die durch die Nutzung der CD-ROM entstehen.
• Teile oder die gesamte CD dürfen ohne Genehmigung nicht kopiert,
reproduziert oder veröffentlicht werden.

Technische Daten

Punkt	Einzelheiten
Produktbezeichnung	DLP®-Projektor
DMD	CP-X9110: 786.432 Bildpunkte (1024 horizontal x 768 vertikal) CP-WX9210: 1.024.000 Bildpunkte (1280 horizontal x 800 vertikal) CP-WU9410: 2.304.000 Bildpunkte (1920 horizontal x 1200 vertikal)
Lampe	370W P-VIP x2
Stromversorgung /Nennstrom	Wechselstrom110-120 V: 10,5 A, Wechselstrom220-240 V: 5,2 A
Stromverbrauch	Wechselstrom110-120 V: 1060 W, Wechselstrom220-240 V: 990 W
Temperaturbereich	NORMAL: 0 ~ 45 °C ÖKO: 0 ~ 50 °C ÖKO-MODUS : 0 ~ 40 °C * Wenn der Projektor an einem hoch gelegenen Ort verwendet wird, kann sich die Lebensdauer der optischen Komponenten durch Umgebungstemperaturen über ca. 40°C verringern. Es wird empfohlen, nach Möglichkeit für eine niedrigere Temperatur zu sorgen. * Wenn STANDBY-MOD auf NORMAL eingestellt ist und die Umgebungstemperatur hoch ist, kann der Lüfter laufen.
Feuchtigkeitsbereich	0 ~ 80% (keine Kondensation)
Abmessungen	537 (B) x 170 (H) x 438 (T) mm * Hervorstehende Teile sind nicht mit eingeschlossen. Siehe Abbildung F-5 am Ende dieser Bedienungsanleitung.
Gewicht (Masse)	ca. 16,6 kg

DEUTSCH

Fehlersuche - Garantie und Kundendienst

Wenn anormale Zustände (wie Austreten von Rauch, merkwürdige Gerüche oder starke Geräusche) auftreten, beenden Sie den Betrieb sofort.

Lassen sich die Probleme so nicht beseitigen, nehmen Sie mit Ihrem Händler Kontakt auf. Hier erfahren Sie auch, ob es sich bei dem Schaden um einen Garantiefall handelt.

Bitte sehen Sie auf der folgenden Website nach, wo Sie die neueste Information über diesen Projektor erhalten können.

Informationen und Handbücher :	<u>http://www.hitachi-america.us/projectors</u>
Produkt-informatione :	<u>http://www.hitachidigitalmedia.com</u>
Handbücher Download :	<u>http://www.hitachiserviceeu.com/support/guides/userguides.htm</u>

HINWEIS • Die Informationen in diesem Handbuch können ohne vorherige Ankündigung geändert werden.

- Die Darstellungen in dieser Bedienungsanleitung dienen rein illustrativen Zwecken. Sie können leicht vom eigentlichen Projektor abweichen.
- Der Hersteller übernimmt keine Verantwortung für etwaige in diesem Handbuch enthaltene Fehler.
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- Die Projektorsoftware besteht aus einer Vielzahl unabhängiger Softwaremodule, und jedes dieser Softwaremodule unterliegt dem Urheberrecht von Hitachi und/oder dem Urheberrecht Dritter.
- Lesen Sie unbedingt das separate Dokument "Endbenutzerlizenzvereinbarung für die Projektorsoftware". (auf der CD)

CP-X9110/CP-WX9210/CP-WU9410

User's Manual (detailed)

Operating Guide – Technical

Example of computer signal

Resolution (H x V)	H. frequency (kHz)	V. frequency (Hz)	Rating	Signal mode
720 x 400	37.9	85.0	VESA	TEXT
640 x 480	31.5	59.9	VESA	VGA (60Hz)
640 x 480	37.9	72.8	VESA	VGA (72Hz)
640 x 480	37.5	75.0	VESA	VGA (75Hz)
640 x 480	43.3	85.0	VESA	VGA (85Hz)
800 x 600	35.2	56.3	VESA	SVGA (56Hz)
800 x 600	37.9	60.3	VESA	SVGA (60Hz)
800 x 600	48.1	72.2	VESA	SVGA (72Hz)
800 x 600	46.9	75.0	VESA	SVGA (75Hz)
800 x 600	53.7	85.1	VESA	SVGA (85Hz)
832 x 624	49.7	74.5		Mac 16" mode
1024 x 768	48.4	60.0	VESA	XGA (60Hz)
1024 x 768	56.5	70.1	VESA	XGA (70Hz)
1024 x 768	60.0	75.0	VESA	XGA (75Hz)
1024 x 768	68.7	85.0	VESA	XGA (85Hz)
1152 x 864	67.5	75.0	VESA	1152 x 864 (75Hz)
1280 x 768	47.7	60.0	VESA	W-XGA (60Hz)
1280 x 800	49.7	60.0	VESA	1280 x 800 (60Hz)
1280 x 960	60.0	60.0	VESA	1280 x 960 (60Hz)
1280 x 1024	64.0	60.0	VESA	SXGA (60Hz)
1280 x 1024	80.0	75.0	VESA	SXGA (75Hz)
1440 x 900	55.9	59.9	VESA	WXGA+ (60Hz)

(continued on next page)

Example of computer signal

Resolution (H x V)	H. frequency (kHz)	V. frequency (Hz)	Rating	Signal mode
*1 1280 x 1024	91.1	85.0	VESA	SXGA (85Hz)
*2 1400 x 1050	65.2	60.0	VESA	SXGA+ (60Hz)
*3 1680 x 1050	65.3	60.0	VESA	WSXGA+ (60Hz)
*1 1600 x 1200	75.0	60.0	VESA	UXGA (60Hz)
*4 1920 x 1200	74.0	60.0	VESA	W-UXGA (60Hz) Reduced Blanking

*1) Supported except for HDMI™ input.

*2) Only for **CP-X9110**.

*3) Only for **CP-WX9210** and **CP-WU9410**.

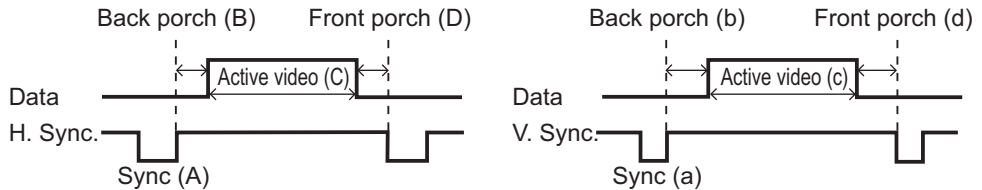
*4) Only for **CP-WU9410**, but except for HDMI™ input.

NOTE • Be sure to check jack type, signal level, timing and resolution before connecting this projector to a computer.

- Some computers may have multiple display screen modes. Use of some of these modes will not be possible with this projector.
- Depending on the input signal, full-size display may not be possible in some cases. Refer to the number of display pixels above.
- Although the projector can display signals with a resolution up to UXGA (1600x1200) or up to W-UXGA (1920x1200) for **CP-WU9410**, the signal will be converted to the projector's panel resolution before being displayed. The best display performance will be achieved if the resolutions of the input signal and projector panel are identical.
- Automatic adjustment may not function correctly with some input signals.
- The image may not be displayed correctly when the input sync signal is a composite sync or a sync on G.
- The illustrations in this manual are for illustrative purposes. They may differ slightly from your projector.

Initial set signals

The following signals are used for the initial settings. The signal timing of some computer models may be different. In such case, adjust the items V POSITION and H POSITION in the IMAGE menu.

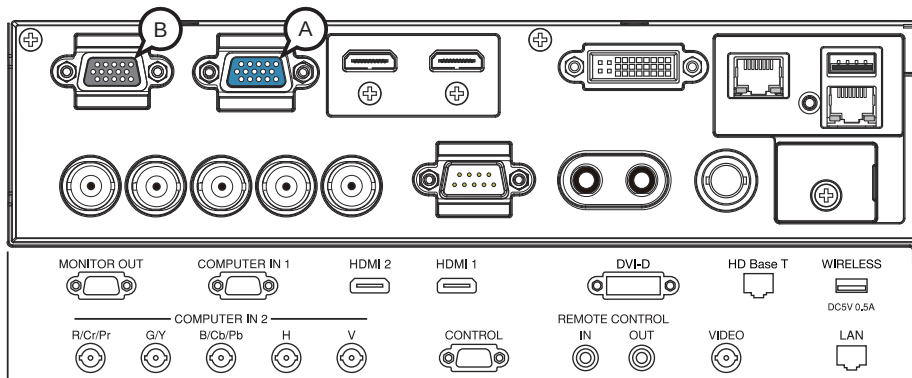


Resolution (H x V)	Horizontal signal timing (μs)				Vertical signal timing (lines)				Signal mode
	(A)	(B)	(C)	(D)	(a)	(b)	(c)	(d)	
720 x 400	2.0	3.0	20.3	1.0	3	42	400	1	TEXT
640 x 480	3.8	1.9	25.4	0.6	2	33	480	10	VGA (60Hz)
640 x 480	1.3	4.1	20.3	0.8	3	28	480	9	VGA (72Hz)
640 x 480	2.0	3.8	20.3	0.5	3	16	480	1	VGA (75Hz)
640 x 480	1.6	2.2	17.8	1.6	3	25	480	1	VGA (85Hz)
800 x 600	2.0	3.6	22.2	0.7	2	22	600	1	SVGA (56Hz)
800 x 600	3.2	2.2	20.0	1.0	4	23	600	1	SVGA (60Hz)
800 x 600	2.4	1.3	16.0	1.1	6	23	600	37	SVGA (72Hz)
800 x 600	1.6	3.2	16.2	0.3	3	21	600	1	SVGA (75Hz)
800 x 600	1.1	2.7	14.2	0.6	3	27	600	1	SVGA (85Hz)
832 x 624	1.1	3.9	14.5	0.6	3	39	624	1	Mac 16" mode
1024 x 768	2.1	2.5	15.8	0.4	6	29	768	3	XGA (60Hz)
1024 x 768	1.8	1.9	13.7	0.3	6	29	768	3	XGA (70Hz)
1024 x 768	1.2	2.2	13.0	0.2	3	28	768	1	XGA (75Hz)
1024 x 768	1.0	2.2	10.8	0.5	3	36	768	1	XGA (85Hz)
1152 x 864	1.2	2.4	10.7	0.6	3	32	864	1	1152 x 864 (75Hz)
1280 x 768	1.7	2.5	16.0	0.8	3	23	768	1	W-XGA (60Hz)
1280 x 800	1.6	2.4	15.3	0.8	3	24	800	1	1280 x 800 (60Hz)
1280 x 960	1.0	2.9	11.9	0.9	3	36	960	1	1280 x 960 (60Hz)
1280 x 1024	1.0	2.3	11.9	0.4	3	38	1024	1	SXGA (60Hz)
1280 x 1024	1.1	1.8	9.5	0.1	3	38	1024	1	SXGA (75Hz)
1280 x 1024	1.0	1.4	8.1	0.4	3	44	1024	1	SXGA (85Hz)
1400 x 1050	1.2	2.0	11.4	0.7	3	33	1050	1	SXGA+ (60Hz)
1440 x 900	1.4	2.2	13.5	0.8	6	25	900	3	WXGA+ (60Hz)
1680 x 1050	1.2	1.9	11.5	0.7	6	30	1050	3	WSXGA+ (60Hz)
1600 x 1200	1.2	1.9	9.9	0.4	3	46	1200	1	UXGA (60Hz)
1920 x 1200	0.208	0.519	12.47	0.312	6	26	1200	3	W-UXGA (60Hz) Reduced Blanking

Connection to the ports

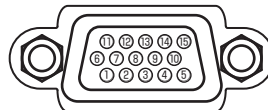
NOTICE ► Use the cables with straight plugs, not L-shaped ones, as the input ports of the projector are recessed.

► Only the signal that is input from the **COMPUTER IN1** or **IN2** can be output from the **MONITOR OUT** port.



ⒶCOMPUTER IN1, ⒷMONITOR OUT

D-sub 15pin mini shrink jack



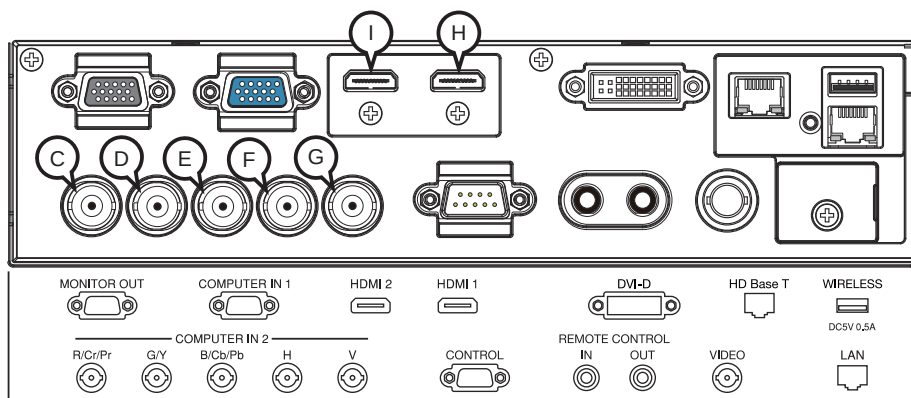
<Computer signal>

- Video signal: RGB separate, Analog, 0.7Vp-p, 75Ω terminated (positive)
- H/V. sync. signal: TTL level (positive/negative)
- Composite sync. signal: TTL level

<Component video signal>

- Video signal: Y with composite sync, Analog, 1.0±0.1Vp-p, 75Ω terminated
Cb/Pb, Analog, 0.7±0.1Vp-p, 75Ω terminated
Cr/Pr, Analog, 0.7±0.1Vp-p 75Ω terminated
- System: 480i@60, 480p@60, 576i@50, 720p@50/60, 1080i@50/60, 1080p@50/60

Pin	Signal	Pin	Signal
1	Video Red, Cr/Pr	9	(No connection)
2	Video Green, Y	10	Ground
3	Video Blue, Cb/Pb	11	(No connection)
4	(No connection)	12	Ⓐ: SDA (DDC data) Ⓑ: (No connection)
5	Ground	13	H. sync / Composite sync.
6	Ground Red, Ground Cr/Pr	14	V. sync.
7	Ground Green, Ground Y	15	Ⓐ: SCL (DDC clock) Ⓑ: (No connection)
8	Ground Blue, Ground Cb/Pb		



COMPUTER IN2 (C)R/Cr/Pr, (D)G/Y, (E)B/Cb/Pb, (F)H, (G)V

BNC jack x5

<Computer signal>

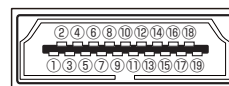
- Video signal: RGB separate, Analog, 0.7Vp-p, 75Ω terminated (positive)
- H/V. sync. signal: TTL level (positive/negative)
- Composite sync. signal: TTL level

<Component video signal>

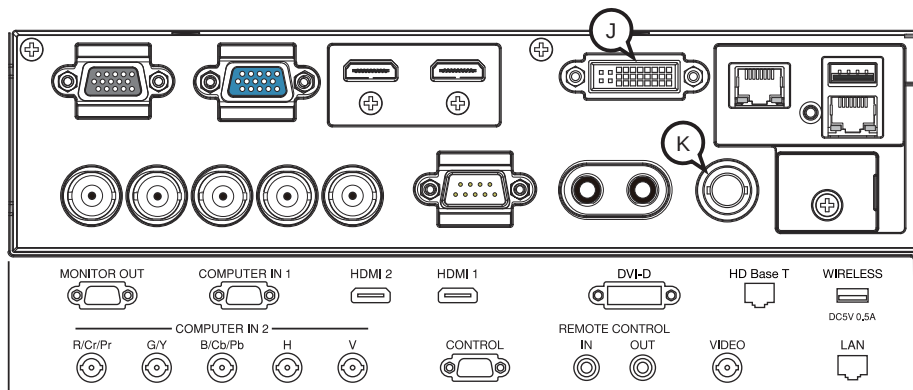
- Video signal: Y with composite sync, Analog, 1.0±0.1Vp-p, 75Ω terminated
Cb/Pb, Analog, 0.7±0.1Vp-p, 75Ω terminated
Cr/Pr, Analog, 0.7±0.1Vp-p 75Ω terminated
- System: 480i@60, 480p@60, 576i@50, 720p@50/60, 1080i@50/60, 1080p@50/60

(H)HDMI 1, (I)HDMI 2

HDMI™ connector

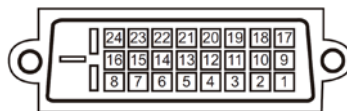


Pin	Signal	Pin	Signal	Pin	Signal
1	T.M.D.S. Data2 +	8	T.M.D.S. Data0 Shield	15	SCL
2	T.M.D.S. Data2 Shield	9	T.M.D.S. Data0 -	16	SDA
3	T.M.D.S. Data2 -	10	T.M.D.S. Clock +	17	DDC/CEC Ground
4	T.M.D.S. Data1 +	11	T.M.D.S. Clock Shield	18	+5V Power
5	T.M.D.S. Data1 Shield	12	T.M.D.S. Clock -	19	Hot Plug Detect
6	T.M.D.S. Data1 -	13	CEC		
7	T.M.D.S. Data0 +	14	Reserved (N.C. on device)		



J DVI-D

DVI-D jack (digital to digital)

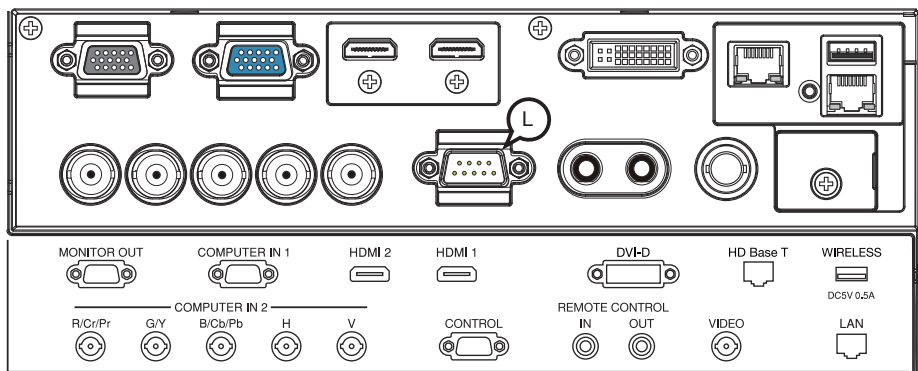


Pin	Signal	Pin	Signal	Pin	Signal
1	T.M.D.S. Data2 -	9	T.M.D.S. Data1 -	17	T.M.D.S. Data0 -
2	T.M.D.S. Data2 +	10	T.M.D.S. Data1 +	18	T.M.D.S. Data0 +
3	T.M.D.S. Data2/4 Shield	11	T.M.D.S. Data1/3 Shield	19	T.M.D.S. Data0/5 Shield
4	-	12	-	20	-
5	-	13	-	21	-
6	DDC Clock	14	+5V Power	22	T.M.D.S. Clock Shield
7	DDC Data	15	Ground (for +5V)	23	T.M.D.S. Clock +
8	-	16	Hot Plug Detect	24	T.M.D.S. Clock -

K VIDEO

BNC jack

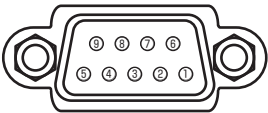
- Composite video signal, Analog, 1.0±0.1Vp-p, 75Ω terminator
- System: NTSC, PAL, SECAM, PAL-M, PAL-N, NTSC4.43, PAL(60Hz)



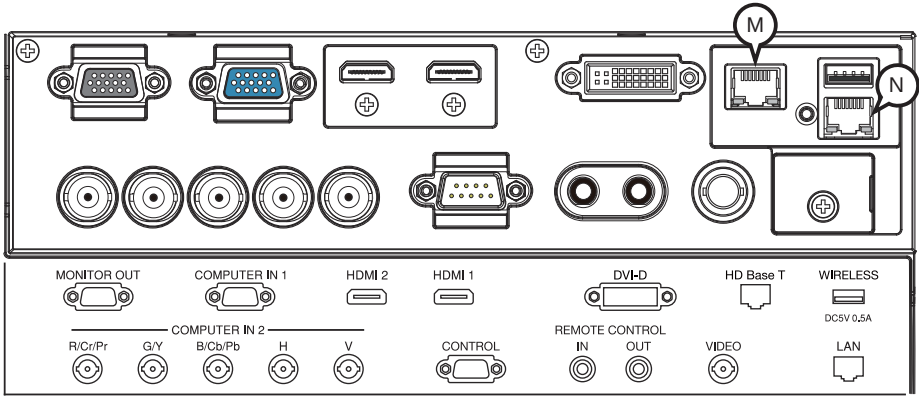
L CONTROL

D-sub 9pin plug

* About the details of RS-232C communication, please refer to the next section.

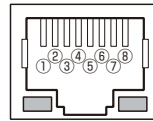


Pin	Signal	Pin	Signal	Pin	Signal
1	(No connection)	4	(No connection)	7	RTS
2	RD	5	Ground	8	CTS
3	TD	6	(No connection)	9	(No connection)



M HDBaseT

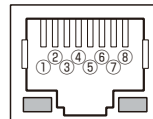
RJ-45 jack



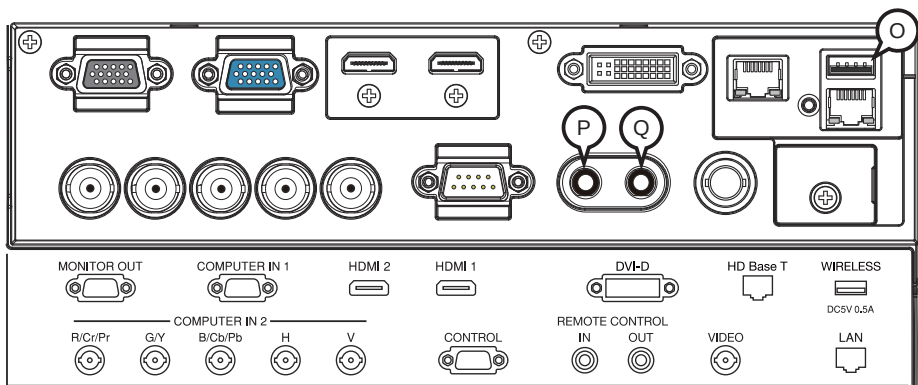
Pin	Signal	Pin	Signal	Pin	Signal
1	HDBaseT0+	4	HDBaseT2+	7	HDBaseT3+
2	HDBaseT0-	5	HDBaseT2-	8	HDBaseT3-
3	HDBaseT1+	6	HDBaseT1-		

N LAN

RJ-45 jack

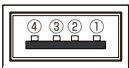


Pin	Signal	Pin	Signal	Pin	Signal
1	TX+	4	-	7	-
2	TX-	5	-	8	-
3	RX+	6	RX-		



⓪ **WIRELESS PORT**

Only for USB wireless adapter.



Pin	Signal
1	+5V
2	- Data
3	+ Data
4	Ground

REMOTE CONTROL ⓪IN, ⓪OUT

Ø3.5 stereo mini jack

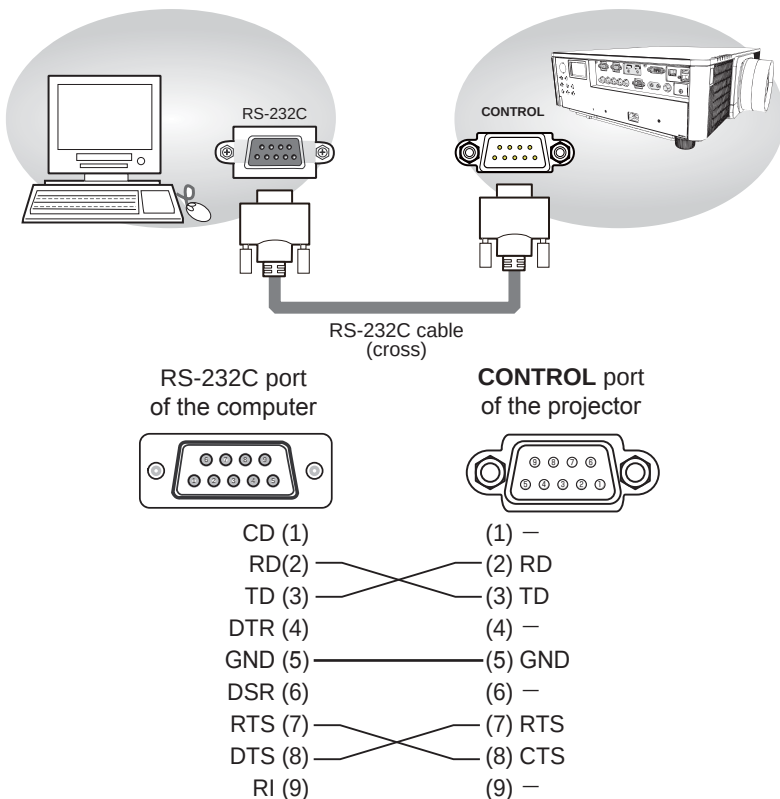
RS-232C Communication

When the projector connects to the computer by RS-232C communication, the projector can be controlled with RS-232C commands from the computer.

For details of RS-232C commands, refer to RS-232C Communication / Network command table (19).

Connection

1. Turn off the projector and the computer.
2. Connect the projector's **CONTROL** port and the computer's RS-232C port with a RS-232C cable (cross). Use the cable that fulfills the specification shown in figure.
3. Turn the computer on, and turn the projector on after the computer has started up.
4. Set the COMMUNICATION TYPE to OFF in the COMMUNICATION menu of the OPTION - SERVICE menu.



Communication settings

1. Protocol

19200bps, 8N1

2. Command format ("h" shows hexadecimal)

Byte Number	0	1	2	3	4	5	6	7	8	9	10	11	12
Command Action	Header							Data					
	Header code		Packet	Data size		CRC flag		Action		Type		Setting code	
	L	H		L	H	L	H	L	H	L	H	L	H
<SET>Change setting to desired value [(cL)(cH)] by [(bL)(bH)].	BEh	EFh	03h	06h	00h	(aL)	(aH)	01h	00h	(bL)	(bH)	(cL)	(cH)
<GET>Read projector internal setup value [(bL)(bH)] .						(aL)	(aH)	02h	00h	(bL)	(bH)	00h	00h
<INCREMENT> Increment setup value [(bL)(bH)] by 1.						(aL)	(aH)	04h	00h	(bL)	(bH)	00h	00h
<DECREMENT> Decrement setup value [(bL)(bH)] by 1.						(aL)	(aH)	05h	00h	(bL)	(bH)	00h	00h
<EXECUTE> Run a command [(bL)(bH)].						(aL)	(aH)	06h	00h	(bL)	(bH)	00h	00h

[Header code] [Packet] [Data size]

Set [BEh, EFh, 03h, 06h, 00h] to byte number 0 to 4.

[CRC flag]

For byte number 5 and 6, refer to RS-232C Communication / Network command table ([19](#)).

[Action]

Set functional code to byte number 7 and 8.

<SET> = [01h, 00h], <GET> = [02h, 00h], <INCREMENT> = [04h, 00h]

<DECREMENT> = [05h, 00h], <EXECUTE> = [06h, 00h]

Refer to the Communication command table ([above](#)).

[Type] [Setting code]

For byte number 9 to 12, refer to RS-232C Communication / Network command table ([19](#)).

3. Response code / Error code ("h" shows hexadecimal)

(1) ACK reply: 06h

When the projector receives the Set, Increment, Decrement or Execute command correctly, the projector changes the setting data for the specified item by [Type], and it returns the code.

(2) NAK reply: 15h

When the projector cannot understand the received command, the projector returns the error code.

In such a case, check the sending code and send the same command again.

(3) Error reply: 1Ch + 0000h

When the projector cannot execute the received command for any reasons, the projector returns the error code.

In such a case, check the sending code and the setting status of the projector.

(4) Data reply: 1Dh + xxxxh

When the projector receives the GET command correctly, the projector returns the response code and 2 bytes of data.

NOTE • For connecting the projector to your devices, please read the manual for each device, and connect them correctly with suitable cables.

- Operation cannot be guaranteed when the projector receives an undefined command or data.
- Provide an interval of at least 40ms between the response code and any other code.
- The projector outputs test data when the power supply is switched ON, and when the lamp is lit. Ignore this data.
- Commands are not accepted during warm-up.
- When the data length is greater than indicated by the data length code, the projector ignores the excess data code. Conversely when the data length is shorter than indicated by the data length code, the projector returns the error code to the computer.

Command Control via the Network

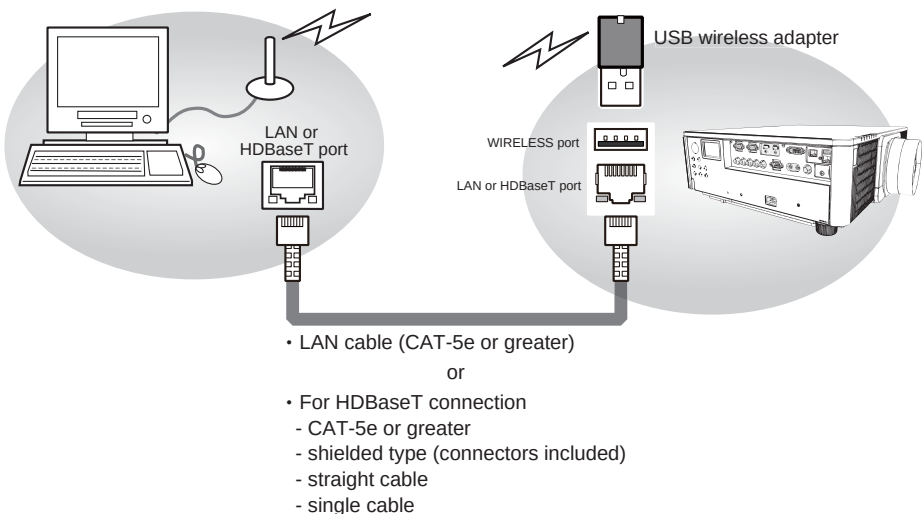
When the projector connects to the network, the projector can be controlled with RS-232C commands from the computer with web browser.

For details of RS-232C commands, refer to RS-232C Communication / Network command table ([19](#)).

NOTE • If data is transferred via wireless and wired LAN at the same time, the projector may not be able to process the data correctly.

Connection

1. Turn off the projector and the computer.
2. If you use wired LAN, connect the projector's **LAN** or **HDBaseT™** port to the computer's LAN or HDBaseT port with a LAN cable. Use the cable that fulfills the specification shown in figure. If you use wireless LAN, insert the USB wireless adapter into the **WIRELESS** port of the projector.
3. Turn the computer on, and turn the projector on after the computer has started up.



Communication Port

The following two ports are assigned for the command control.

TCP #23

TCP #9715

Configure the following items from a web browser when command control is used.

Port Settings		
Network Control Port1 (Port: 23)	Port open	Click the [Enable] check box to open [Network Control Port1 (Port: 23)] to use TCP #23. Default setting is "Enable".
	Authentication	Click the [Enable] check box for the [Authentication] setting when authentication is required. Default setting is "Disable".
Network Control Port2 (Port: 9715)	Port open	Click the [Enable] check box to open [Network Control Port2 (Port: 9715)] to use TCP #9715. Default setting is "Enable".
	Authentication	Click the [Enable] check box for the [Authentication] setting when authentication is required. Default setting is "Enable".

When the authentication setting is enabled, the following settings are required.

Security Settings		
Network Control	Authentication Password	Enter the desired authentication password. Confirm this setting will be the same for [Network Control Port1 (Port: 23)] and [Network Control Port2 (Port: 9715)] . Default setting is blank.
	Re-enter Authentication Password	

Command control settings

[TCP #23]

1. Command format

Same as RS-232C communication, refer to RS-232C Communication command format.

2. Response code / Error code ("h" shows hexadecimal)

Four of the response / error code used for TCP#23 are the same as RS-232C Communication (1)~(4). One authentication error reply (5) is added.

(1) **ACK reply : 06h**

Refer to RS-232C communication ([12](#)).

(2) **NAK reply : 15h**

Refer to RS-232C communication ([12](#)).

(3) **Error reply : 1Ch + 0000h**

Refer to RS-232C communication ([12](#)).

(4) **Data reply : 1Dh + xxxxh**

Refer to RS-232C communication ([12](#)).

(5) **Authentication error reply : 1Fh + 0400h**

When authentication error occurs, the projector returns the error code.

[TCP #9715]

1. Command format

The commands that some datum are added to the head and the end of the ones of TCP#9715 are used.

Header	Data length	RS-232C command	Check sum	Connection ID
0x02	0x0D	13 bytes	1 byte	1 byte

[Header]

02, Fixed

[Data Length]

RS-232C commands byte length (0x0D, Fixed)

[RS-232C commands]

Refer to RS-232C Communication command format ([11](#)).

[Check Sum]

This is the value to make zero on the addition of the lower 8 bits from the header to the checksum.

[Connection ID]

Random value from 0 to 255 (This value is attached to the reply data).

NOTE • Operation cannot be guaranteed when the projector receives an undefined command or data.

- Provide an interval of at least 40ms between the response code and any other code.
- Commands are not accepted during warm-up.

2. Response code / Error code ("h" shows hexadecimal)

The connection ID is attached for the TCP#23's response / error codes are used. The connection ID is the same as the sending command format.

- (1) **ACK reply:** 06h + xxh (xxh : connection ID)
- (2) **NAK reply:** 15h + xxh
- (3) **Error reply:** 1Ch + 0000h + xxh
- (4) **Data reply:** 1Dh + xxxxh + xxh
- (5) **Authentication error reply:** 1Fh + 0400h + xxh
- (6) **Projector busy reply:** 1Fh + xxxxxh + xxh

When the projector is too busy to receive the command, the projector returns the error code.

In such a case, check the sending code and send the same command again.

Automatic Connection Break

The TCP connection will be automatically disconnected after there is no communication for 30 seconds after being established.

Authentication

The projector does not accept commands without authentication success when authentication is enabled. The projector uses a challenge response type authentication with an MD5 (Message Digest 5) algorithm.

When the projector is connected to a LAN, a random 8 bytes will be returned if authentication is enabled. Bind this received 8 bytes and the authentication password, and digest the data with the MD5 algorithm, and add it in front of the commands to send.

Following is a sample of authentication process.

Authentication password: **password** (example)

Random 8 bytes: **a572f60c** (example)

- 1) Select a projector and receive the random 8 bytes from the projector.
→ "a572f60c"
- 2) Bind the random 8 bytes and the authentication password.
→ "a572f60cpassword"
- 3) Digest this bound with MD5 algorithm.
→ "e3d97429adffa11bce1f7275813d4bde"
- 4) Add this code in front of the commands and send the data.
→ "e3d97429adffa11bce1f7275813d4bde" + [command].
- 5) When the sent data is correct, the command will be performed and the reply data will be returned. Otherwise, an authentication error will be returned.

NOTE • As for the transmission of the second or subsequent commands, the authentication data can be omitted for the same connection.

Network Bridge Communication

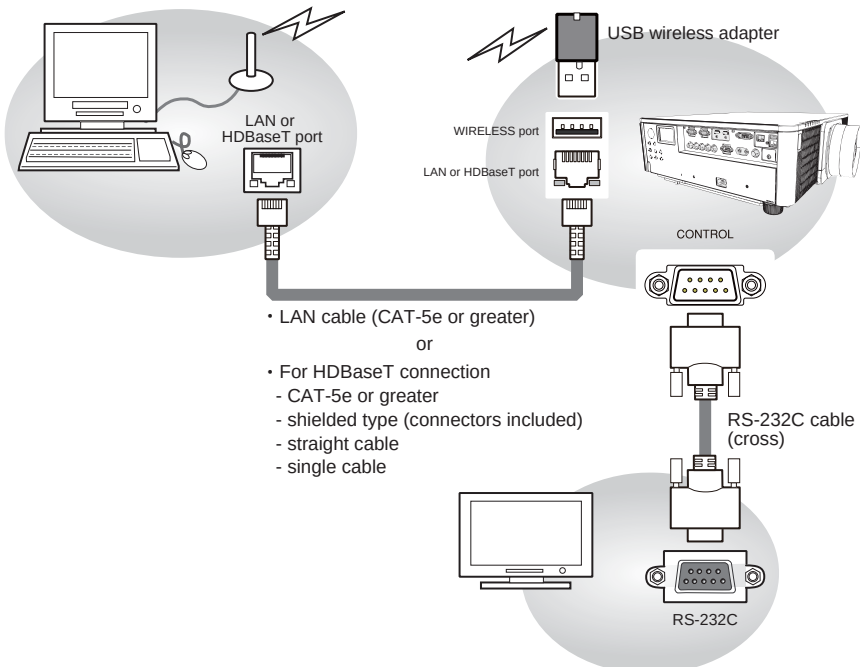
This projector is equipped with NETWORK BRIDGE function.

When the projector connects to the computer by wired or wireless LAN communication, an external device that is connected with this projector by RS-232C communication can be controlled from the computer as a network terminal. For details, see the **7. Network Bridge** function in the **Network Guide**.

NOTE • If data is transferred via wireless and wired LAN at the same time, the projector may not be able to process the data correctly.

Connection

1. If you use wired LAN, connect the computer's LAN or HDBaseT™ port and the projector's **LAN** or HDBaseT port with a LAN cable. Use the cable that fulfills the specification shown in figure. If you use wireless LAN, insert the USB wireless adapter into the projector's **WIRELESS** port.
2. Connect the projector's **CONTROL** port and the RS-232C port of the devices that you want to control with a RS-232C cable.
3. Turn the computer on, and turn the projector on after the computer has started up.
4. Set the COMMUNICATION TYPE to NETWORK BRIDGE in the OPTION - SERVICE menu.



Communication settings

For communication setting, use the COMMUNICATION menu in the OPTION - SERVICE menu.

Item	Condition
BAUD RATE	4800bps / 9600bps / 19200bps / 38400bps
Data length	8 bit (fixed)
PARITY	NONE/ODD/EVEN
Start bit	1 bit (fixed)
Stop bit	1 bit (fixed)
Transmission method	HALF-DUPLEX/FULL-DUPLEX

NOTE • For connecting the projector to your devices, please read the manual for each devices, and connect them correctly with suitable cables.
 • Turn off the power and unplug both the projector and other devices before connecting them.
 • For details of Transmission method, refer to **7.4 Transmission method** in the **Network Guide**.

RS-232C Communication / Network command table

Names	Operation Type	Header	CRC	Command Data		
				Action	Type	Setting code
Power	Set	Turn off	BE EF 03 06 00 2A D3	01 00	00 60	00 00
		Turn on	BE EF 03 06 00 BA D2	01 00	00 60	01 00
	Get	BE EF 03 06 00 19 D3	02 00	00 60	00 00	
		[Example return] 00 00 01 00 02 00 [Off] [On] [Cool down]				
Input Source	Set	COMPUTER IN1	BE EF 03 06 00 FE D2	01 00	00 20	00 00
		COMPUTER IN2	BE EF 03 06 00 3E D0	01 00	00 20	04 00
		LAN	BE EF 03 06 00 CE D5	01 00	00 20	0B 00
		HDMI 1	BE EF 03 06 00 0E D2	01 00	00 20	03 00
		HDMI 2	BE EF 03 06 00 6E D6	01 00	00 20	0D 00
		DVI-D	BE EF 03 06 00 AE D4	01 00	00 20	09 00
		HDBaseT	BE EF 03 06 00 AE DE	01 00	00 20	11 00
		VIDEO	BE EF 03 06 00 6E D3	01 00	00 20	01 00
	Get	BE EF 03 06 00 CD D2	02 00	00 20	00 00	
Error Status	Get	BE EF 03 06 00 D9 D8	02 00	20 60	00 00	
		[Example return] 00 00 01 00 02 00 03 00 [Normal] [Cover error] [Fan error] [Lamp error] 04 00 05 00 07 00 08 00 [Temp error] [Air flow error] [Cold error] [Filter error] 0F 00 10 00 13 00 23 00 [Shutter error][Lens Shift error][Lamp-1 warning][Lamp-2 warning] 41 00 [Humidity error] 42 00, 43 00, 44 00, 50 00, 51 00, 54 00, 55 00, 56 00 [Other error] 52 00 53 00 [Color Wheel error] [Active Iris error]				
		BE EF 03 06 00 6A 93	04 00	00 24	00 00	
		BE EF 03 06 00 BB 92	05 00	00 24	00 00	
FOCUS	Increment	BE EF 03 06 00 6A 93	04 00	00 24	00 00	
	Decrement	BE EF 03 06 00 BB 92	05 00	00 24	00 00	
ZOOM	Increment	BE EF 03 06 00 96 92	04 00	01 24	00 00	
	Decrement	BE EF 03 06 00 47 93	05 00	01 24	00 00	
LENS SHIFT - V	Increment	BE EF 03 06 00 D2 92	04 00	02 24	00 00	
	Decrement	BE EF 03 06 00 03 93	05 00	02 24	00 00	
LENS SHIFT - H	Increment	BE EF 03 06 00 2E 93	04 00	03 24	00 00	
	Decrement	BE EF 03 06 00 FF 92	05 00	03 24	00 00	
LENS SHIFT CENTERING	Execute	BE EF 03 06 00 B8 93	06 00	04 24	00 00	
LENS MEMORY INDEX	Set	1	BE EF 03 06 00 4B 92	01 00	07 24	00 00
		2	BE EF 03 06 00 DB 93	01 00	07 24	01 00
		3	BE EF 03 06 00 2B 93	01 00	07 24	02 00
	Get	BE EF 03 06 00 78 92	02 00	07 24	00 00	
LENS MEMORY LOAD	Execute	BE EF 03 06 00 E8 90	06 00	08 24	00 00	
LENS MEMORY SAVE	Execute	BE EF 03 06 00 14 91	06 00	09 24	00 00	
LENS MEMORY CLEAR	Execute	BE EF 03 06 00 50 91	06 00	0A 24	00 00	

(continued on next page)

Names	Operation Type	Header			CRC	Command Data			
						Action	Type	Setting code	
LENS MEMORY LENS SHIFT - V	Get	BE EF	03	06 00	A0 91	02 00	0D 24	00 00	
LENS MEMORY LENS SHIFT - H	Get	BE EF	03	06 00	E4 91	02 00	0E 24	00 00	
LENS MEMORY LENS TYPE	Get	BE EF	03	06 00	18 90	02 00	0F 24	00 00	
MAGNIFY	Get	BE EF	03	06 00	7C D2	02 00	07 30	00 00	
	Increment	BE EF	03	06 00	1A D2	04 00	07 30	00 00	
	Decrement	BE EF	03	06 00	CB D3	05 00	07 30	00 00	
MAGNIFY Position H	Get	BE EF	03	06 00	C8 D7	02 00	10 30	00 00	
	Increment	BE EF	03	06 00	AE D7	04 00	10 30	00 00	
	Decrement	BE EF	03	06 00	7F D6	05 00	10 30	00 00	
MAGNIFY Position V	Get	BE EF	03	06 00	34 D6	02 00	11 30	00 00	
	Increment	BE EF	03	06 00	52 D6	04 00	11 30	00 00	
	Decrement	BE EF	03	06 00	83 D7	05 00	11 30	00 00	
FREEZE	Set	NORMAL	BE EF	03	06 00	83 D2	01 00	02 30	00 00
		FREEZE	BE EF	03	06 00	13 D3	01 00	02 30	01 00
	Get	BE EF	03	06 00	B0 D2	02 00	02 30	00 00	
SHUTTER	Set	OFF	BE EF	03	06 00	F3 93	01 00	05 24	00 00
		ON	BE EF	03	06 00	63 92	01 00	05 24	01 00
	Get	BE EF	03	06 00	C0 93	02 00	05 24	00 00	
PbyP/PinP	Set	OFF	BE EF	03	06 00	3E 26	01 00	10 23	00 00
		PbyP	BE EF	03	06 00	AE 27	01 00	10 23	01 00
		PinP	BE EF	03	06 00	5E 27	01 00	10 23	02 00
	Get	BE EF	03	06 00	0D 26	02 00	10 23	00 00	
PbyP MAIN SIZE	Set	SMALL	BE EF	03	06 00	F2 07	01 00	11 23	7F 00
		MIDDLE	BE EF	03	06 00	02 46	01 00	11 23	80 00
		LARGE	BE EF	03	06 00	92 47	01 00	11 23	81 00
	Get	BE EF	03	06 00	F1 27	02 00	11 23	00 00	
PbyP RIGHT SOURCE	Set	COMPUTER 1	BE EF	03	06 00	86 27	01 00	12 23	00 00
		COMPUTER 2	BE EF	03	06 00	46 25	01 00	12 23	04 00
		HDMI 1	BE EF	03	06 00	76 27	01 00	12 23	03 00
		HDMI 2	BE EF	03	06 00	16 23	01 00	12 23	0D 00
		DVI-D	BE EF	03	06 00	D6 21	01 00	12 23	09 00
		HDBase-T	BE EF	03	06 00	D6 2B	01 00	12 23	11 00
	VIDEO	BE EF	03	06 00	16 26	01 00	12 23	01 00	
Get	BE EF	03	06 00	B5 27	02 00	12 23	00 00		
PbyP MAIN AREA	Set	LEFT	BE EF	03	06 00	7A 26	01 00	13 23	00 00
		RIGHT	BE EF	03	06 00	EA 27	01 00	13 23	01 00
	Get	BE EF	03	06 00	49 26	02 00	13 23	00 00	
PbyP LEFT SOURCE	Set	COMPUTER 1	BE EF	03	06 00	F2 26	01 00	15 23	00 00
		COMPUTER 2	BE EF	03	06 00	32 24	01 00	15 23	04 00
		HDMI 1	BE EF	03	06 00	02 26	01 00	15 23	03 00
		HDMI 2	BE EF	03	06 00	62 22	01 00	15 23	0D 00
		DVI-D	BE EF	03	06 00	A2 20	01 00	15 23	09 00
		HDBase-T	BE EF	03	06 00	A2 2A	01 00	15 23	11 00
	VIDEO	BE EF	03	06 00	62 27	01 00	15 23	01 00	
Get	BE EF	03	06 00	C1 26	02 00	15 23	00 00		

Names	Operation Type	Header	CRC	Command Data		
				Action	Type	Setting code
PinP POSITION	Set	TOP LEFT	BE EF 03 06 00	02 23	01 00	01 23 00 00
		TOP RIGHT	BE EF 03 06 00	92 22	01 00	01 23 01 00
		BOTTOM LEFT	BE EF 03 06 00	62 22	01 00	01 23 02 00
		BOTTOM RIGHT	BE EF 03 06 00	F2 23	01 00	01 23 03 00
	Get		BE EF 03 06 00	31 23	02 00	01 23 00 00
PinP MAIN AREA	Set	PRIMARY	BE EF 03 06 00	32 22	01 00	05 23 00 00
		SECONDARY	BE EF 03 06 00	A2 23	01 00	05 23 01 00
	Get		BE EF 03 06 00	01 22	02 00	05 23 00 00
PinP PRIMARY SOURCE	Set	COMPUTER IN 1	BE EF 03 06 00	CE 23	01 00	04 23 00 00
		COMPUTER IN 2	BE EF 03 06 00	0E 21	01 00	04 23 04 00
		HDMI 1	BE EF 03 06 00	3E 23	01 00	04 23 03 00
		HDMI 2	BE EF 03 06 00	5E 27	01 00	04 23 0D 00
		DVI-D	BE EF 03 06 00	9E 25	01 00	04 23 09 00
		HDBase-T	BE EF 03 06 00	9E 2F	01 00	04 23 11 00
	Get	VIDEO	BE EF 03 06 00	5E 22	01 00	04 23 01 00
PinP SECONDARY SOURCE	Set		BE EF 03 06 00	FD 23	02 00	04 23 00 00
		COMPUTER IN 1	BE EF 03 06 00	46 23	01 00	02 23 00 00
		COMPUTER IN 2	BE EF 03 06 00	86 21	01 00	02 23 04 00
		HDMI 1	BE EF 03 06 00	B6 23	01 00	02 23 03 00
		HDMI 2	BE EF 03 06 00	D6 27	01 00	02 23 0D 00
		DVI-D	BE EF 03 06 00	16 25	01 00	02 23 09 00
		HDBase-T	BE EF 03 06 00	16 2F	01 00	02 23 11 00
PbyP SWAP	Set	VIDEO	BE EF 03 06 00	D6 22	01 00	02 23 01 00
		Get	BE EF 03 06 00	75 23	02 00	02 23 00 00
PbyP SWAP	Execute		BE EF 03 06 00	01 27	06 00	16 23 00 00
PbyP / PinP FRAME LOCK	Set	LEFT / PRIMARY	BE EF 03 06 00	4A 27	01 00	17 23 00 00
		RIGHT / SECONDARY	BE EF 03 06 00	DA 26	01 00	17 23 01 00
	Get		BE EF 03 06 00	79 27	02 00	17 23 00 00
PICTURE MODE	Set	STANDARD	BE EF 03 06 00	83 F5	01 00	BA 30 06 00
		NATURAL	BE EF 03 06 00	23 F6	01 00	BA 30 00 00
		CINEMA	BE EF 03 06 00	B3 F7	01 00	BA 30 01 00
		DYNAMIC	BE EF 03 06 00	E3 F4	01 00	BA 30 04 00
		BOARD(BLACK)	BE EF 03 06 00	E3 EF	01 00	BA 30 20 00
		BOARD(GREEN)	BE EF 03 06 00	73 EE	01 00	BA 30 21 00
		WHITEBOARD	BE EF 03 06 00	83 EE	01 00	BA 30 22 00
		DAYTIME	BE EF 03 06 00	E3 C7	01 00	BA 30 40 00
		DICOM SIM.	BE EF 03 06 00	73 C6	01 00	BA 30 41 00
		USER-1	BE EF 03 06 00	E3 FB	01 00	BA 30 10 00
		USER-2	BE EF 03 06 00	73 FA	01 00	BA 30 11 00
		USER-3	BE EF 03 06 00	83 FA	01 00	BA 30 12 00
BRIGHTNESS	Get		BE EF 03 06 00	10 F6	02 00	BA 30 00 00
	Increment		BE EF 03 06 00	89 D2	02 00	03 20 00 00
	Decrement		BE EF 03 06 00	EF D2	04 00	03 20 00 00
BRIGHTNESS Reset	Execute		BE EF 03 06 00	3E D3	05 00	03 20 00 00

Names		Operation Type		Header			CRC	Command Data		
								Action	Type	Setting code
CONTRAST	Get		BE EF	03	06 00	FD D3	02 00	04 20	00 00	
	Increment		BE EF	03	06 00	9B D3	04 00	04 20	00 00	
	Decrement		BE EF	03	06 00	4A D2	05 00	04 20	00 00	
CONTRAST Reset	Execute		BE EF	03	06 00	A4 D2	06 00	01 70	00 00	
GAMMA	Set	1 DEFAULT	BE EF	03	06 00	07 E9	01 00	A1 30	20 00	
		1 CUSTOM	BE EF	03	06 00	07 FD	01 00	A1 30	10 00	
		2 DEFAULT	BE EF	03	06 00	97 E8	01 00	A1 30	21 00	
		2 CUSTOM	BE EF	03	06 00	97 FC	01 00	A1 30	11 00	
		3 DEFAULT	BE EF	03	06 00	67 E8	01 00	A1 30	22 00	
		3 CUSTOM	BE EF	03	06 00	67 FC	01 00	A1 30	12 00	
		4 DEFAULT	BE EF	03	06 00	F7 E9	01 00	A1 30	23 00	
		4 CUSTOM	BE EF	03	06 00	F7 FD	01 00	A1 30	13 00	
		5 DEFAULT	BE EF	03	06 00	C7 EB	01 00	A1 30	24 00	
		5 CUSTOM	BE EF	03	06 00	C7 FF	01 00	A1 30	14 00	
		6 DEFAULT	BE EF	03	06 00	57 EA	01 00	A1 30	25 00	
		6 CUSTOM	BE EF	03	06 00	57 FE	01 00	A1 30	15 00	
		7 DEFAULT	BE EF	03	06 00	A7 EA	01 00	A1 30	26 00	
		7 CUSTOM	BE EF	03	06 00	A7 FE	01 00	A1 30	16 00	
	8 DEFAULT	BE EF	03	06 00	37 EB	01 00	A1 30	27 00		
8 CUSTOM	BE EF	03	06 00	37 FF	01 00	A1 30	17 00			
Get		BE EF	03	06 00	F4 F0	02 00	A1 30	00 00		
User GAMMA Pattern	Set	Off	BE EF	03	06 00	FB FA	01 00	80 30	00 00	
		9 steps gray scale	BE EF	03	06 00	6B FB	01 00	80 30	01 00	
		15 steps gray scale	BE EF	03	06 00	9B FB	01 00	80 30	02 00	
		Ramp	BE EF	03	06 00	0B FA	01 00	80 30	03 00	
	Get		BE EF	03	06 00	C8 FA	02 00	80 30	00 00	

Names	Operation Type	Header			CRC	Command Data		
						Action	Type	Setting code
User GAMMA Point 1	Get	BE EF	03	06 00	08 FE	02 00	90 30	00 00
	Increment	BE EF	03	06 00	6E FE	04 00	90 30	00 00
	Decrement	BE EF	03	06 00	BF FF	05 00	90 30	00 00
User GAMMA Point 1 Reset	Execute	BE EF	03	06 00	58 C2	06 00	50 70	00 00
User GAMMA Point 2	Get	BE EF	03	06 00	F4 FF	02 00	91 30	00 00
	Increment	BE EF	03	06 00	92 FF	04 00	91 30	00 00
	Decrement	BE EF	03	06 00	43 FE	05 00	91 30	00 00
User GAMMA Point 2 Reset	Execute	BE EF	03	06 00	A4 C3	06 00	51 70	00 00
User GAMMA Point 3	Get	BE EF	03	06 00	B0 FF	02 00	92 30	00 00
	Increment	BE EF	03	06 00	D6 FF	04 00	92 30	00 00
	Decrement	BE EF	03	06 00	07 FE	05 00	92 30	00 00
User GAMMA Point 3 Reset	Execute	BE EF	03	06 00	E0 C3	06 00	52 70	00 00
User GAMMA Point 4	Get	BE EF	03	06 00	4C FE	02 00	93 30	00 00
	Increment	BE EF	03	06 00	2A FE	04 00	93 30	00 00
	Decrement	BE EF	03	06 00	FB FF	05 00	93 30	00 00
User GAMMA Point 4 Reset	Execute	BE EF	03	06 00	1C C2	06 00	53 70	00 00
User GAMMA Point 5	Get	BE EF	03	06 00	38 FF	02 00	94 30	00 00
	Increment	BE EF	03	06 00	5E FF	04 00	94 30	00 00
	Decrement	BE EF	03	06 00	8F FE	05 00	94 30	00 00
User GAMMA Point 5 Reset	Execute	BE EF	03	06 00	68 C3	06 00	54 70	00 00
User GAMMA Point 6	Get	BE EF	03	06 00	C4 FE	02 00	95 30	00 00
	Increment	BE EF	03	06 00	A2 FE	04 00	95 30	00 00
	Decrement	BE EF	03	06 00	73 FF	05 00	95 30	00 00
User GAMMA Point 6 Reset	Execute	BE EF	03	06 00	94 C2	06 00	55 70	00 00
User GAMMA Point 7	Get	BE EF	03	06 00	80 FE	02 00	96 30	00 00
	Increment	BE EF	03	06 00	E6 FE	04 00	96 30	00 00
	Decrement	BE EF	03	06 00	37 FF	05 00	96 30	00 00
User GAMMA Point 7 Reset	Execute	BE EF	03	06 00	D0 C2	06 00	56 70	00 00
User GAMMA Point 8	Get	BE EF	03	06 00	7C FF	02 00	97 30	00 00
	Increment	BE EF	03	06 00	1A FF	04 00	97 30	00 00
	Decrement	BE EF	03	06 00	CB FE	05 00	97 30	00 00
User GAMMA Point 8 Reset	Execute	BE EF	03	06 00	2C C3	06 00	57 70	00 00

Names	Operation Type	Header	CRC	Command Data		
				Action	Type	Setting code
COLOR TEMP	Set	1 HIGH	BE EF 03 06 00	0B F5	01 00	B0 30 03 00
		1 CUSTOM	BE EF 03 06 00	CB F8	01 00	B0 30 13 00
		2 MID-1	BE EF 03 06 00	9B F4	01 00	B0 30 02 00
		2 CUSTOM	BE EF 03 06 00	5B F9	01 00	B0 30 12 00
		3 MID-2	BE EF 03 06 00	3B F7	01 00	B0 30 04 00
		3 CUSTOM	BE EF 03 06 00	FB FA	01 00	B0 30 14 00
		4 LOW	BE EF 03 06 00	6B F4	01 00	B0 30 01 00
		4 CUSTOM	BE EF 03 06 00	AB F9	01 00	B0 30 11 00
		5 Hi-BRIGHT-1	BE EF 03 06 00	3B F2	01 00	B0 30 08 00
		5 CUSTOM	BE EF 03 06 00	FB FF	01 00	B0 30 18 00
		6 Hi-BRIGHT-2	BE EF 03 06 00	AB F3	01 00	B0 30 09 00
		6 CUSTOM	BE EF 03 06 00	6B FE	01 00	B0 30 19 00
		7 Hi-BRIGHT-3	BE EF 03 06 00	5B F3	01 00	B0 30 0A 00
		7 CUSTOM	BE EF 03 06 00	9B FE	01 00	B0 30 1A 00
COLOR TEMP GAIN R	Get	BE EF 03 06 00	C8 F5	02 00	B0 30	00 00
	Get	BE EF 03 06 00	34 F4	02 00	B1 30	00 00
	Increment	BE EF 03 06 00	52 F4	04 00	B1 30	00 00
	Decrement	BE EF 03 06 00	83 F5	05 00	B1 30	00 00
COLOR TEMP GAIN R Reset	Execute	BE EF 03 06 00	10 C6	06 00	46 70	00 00
COLOR TEMP GAIN G	Get	BE EF 03 06 00	70 F4	02 00	B2 30	00 00
	Increment	BE EF 03 06 00	16 F4	04 00	B2 30	00 00
	Decrement	BE EF 03 06 00	C7 F5	05 00	B2 30	00 00
COLOR TEMP GAIN G Reset	Execute	BE EF 03 06 00	EC C7	06 00	47 70	00 00
COLOR TEMP GAIN B	Get	BE EF 03 06 00	8C F5	02 00	B3 30	00 00
	Increment	BE EF 03 06 00	EA F5	04 00	B3 30	00 00
	Decrement	BE EF 03 06 00	3B F4	05 00	B3 30	00 00
COLOR TEMP GAIN B Reset	Execute	BE EF 03 06 00	F8 C4	06 00	48 70	00 00
COLOR TEMP OFFSET R	Get	BE EF 03 06 00	04 F5	02 00	B5 30	00 00
	Increment	BE EF 03 06 00	62 F5	04 00	B5 30	00 00
	Decrement	BE EF 03 06 00	B3 F4	05 00	B5 30	00 00
COLOR TEMP OFFSET R Reset	Execute	BE EF 03 06 00	40 C5	06 00	4A 70	00 00
COLOR TEMP OFFSET G	Get	BE EF 03 06 00	40 F5	02 00	B6 30	00 00
	Increment	BE EF 03 06 00	26 F5	04 00	B6 30	00 00
	Decrement	BE EF 03 06 00	F7 F4	05 00	B6 30	00 00
COLOR TEMP OFFSET G Reset	Execute	BE EF 03 06 00	BC C4	06 00	4B 70	00 00
COLOR TEMP OFFSET B	Get	BE EF 03 06 00	BC F4	02 00	B7 30	00 00
	Increment	BE EF 03 06 00	DA F4	04 00	B7 30	00 00
	Decrement	BE EF 03 06 00	0B F5	05 00	B7 30	00 00
COLOR TEMP OFFSET B Reset	Execute	BE EF 03 06 00	C8 C5	06 00	4C 70	00 00
COLOR	Get	BE EF 03 06 00	B5 72	02 00	02 22	00 00
	Increment	BE EF 03 06 00	D3 72	04 00	02 22	00 00
	Decrement	BE EF 03 06 00	02 73	05 00	02 22	00 00

Names	Operation Type	Header			CRC	Command Data		
						Action	Type	Setting code
COLOR Reset	Execute	BE EF	03	06 00	80 D0	06 00	0A 70	00 00
TINT	Get	BE EF	03	06 00	49 73	02 00	03 22	00 00
	Increment	BE EF	03	06 00	2F 73	04 00	03 22	00 00
	Decrement	BE EF	03	06 00	FE 72	05 00	03 22	00 00
TINT Reset	Execute	BE EF	03	06 00	7C D1	06 00	0B 70	00 00
SHARPNESS	Get	BE EF	03	06 00	F1 72	02 00	01 22	00 00
	Increment	BE EF	03	06 00	97 72	04 00	01 22	00 00
	Decrement	BE EF	03	06 00	46 73	05 00	01 22	00 00
SHARPNESS Reset	Execute	BE EF	03	06 00	C4 D0	06 00	09 70	00 00
ACCENTUALIZER	Get	BE EF	03	06 00	5D 70	02 00	0C 22	00 00
	Increment	BE EF	03	06 00	3B 70	04 00	0C 22	00 00
	Decrement	BE EF	03	06 00	EA 71	05 00	0C 22	00 00
ACCENTUALIZER Reset	Execute	BE EF	03	06 00	C8 D8	06 00	2C 70	00 00
HDCR	Get	BE EF	03	06 00	A1 71	02 00	0D 22	00 00
	Increment	BE EF	03	06 00	C7 71	04 00	0D 22	00 00
	Decrement	BE EF	03	06 00	16 70	05 00	0D 22	00 00
HDCR Reset	Execute	BE EF	03	06 00	34 DA	06 00	2D 70	00 00
COLOR WHEEL	Set	BRIGHT	BE EF	03	06 00	FB C9	01 00	70 30
		RICH COLOR	BE EF	03	06 00	6B C8	01 00	70 30
	Get	BE EF	03	06 00	C8 C9	02 00	70 30	00 00
ACTIVE IRIS	Set	OFF	BE EF	03	06 00	0B 22	01 00	04 33
		THEATER	BE EF	03	06 00	CB 2F	01 00	04 33
		PRESENTATION	BE EF	03	06 00	5B 2E	01 00	04 33
	Get	BE EF	03	06 00	38 22	02 00	04 33	00 00
MY MEMORY Load	Set	1	BE EF	03	06 00	0E D7	01 00	14 20
		2	BE EF	03	06 00	9E D6	01 00	14 20
		3	BE EF	03	06 00	6E D6	01 00	14 20
		4	BE EF	03	06 00	FE D7	01 00	14 20
MY MEMORY Save	Set	1	BE EF	03	06 00	F2 D6	01 00	15 20
		2	BE EF	03	06 00	62 D7	01 00	15 20
		3	BE EF	03	06 00	92 D7	01 00	15 20
		4	BE EF	03	06 00	02 D6	01 00	15 20
ASPECT	Set	NORMAL	BE EF	03	06 00	5E DD	01 00	08 20
		4:3	BE EF	03	06 00	9E D0	01 00	08 20
		16:9	BE EF	03	06 00	0E D1	01 00	08 20
		16:10	BE EF	03	06 00	3E D6	01 00	08 20
		14:9	BE EF	03	06 00	CE D6	01 00	08 20
		NATIVE*	BE EF	03	06 00	5E D7	01 00	08 20
OVER SCAN	Get	BE EF	03	06 00	AD D0	02 00	08 20	00 00
	Increment	BE EF	03	06 00	91 70	02 00	09 22	00 00
	Decrement	BE EF	03	06 00	F7 70	04 00	09 22	00 00
OVER SCAN Reset	Execute	BE EF	03	06 00	26 71	05 00	09 22	00 00
OVER SCAN Reset	Execute	BE EF	03	06 00	EC D9	06 00	27 70	00 00

*) Supported except for **CP-X9110**.

RS-232C Communication / Network command table (continued)

Names	Operation Type		Header			Command Data		
						Action	Type	Setting code
V POSITION	Get		BE EF	03	06 00	0D 83	02 00	00 21
	Increment		BE EF	03	06 00	6B 83	04 00	00 21
	Decrement		BE EF	03	06 00	BA 82	05 00	00 21
V POSITION Reset	Execute		BE EF	03	06 00	E0 D2	06 00	02 70
H POSITION	Get		BE EF	03	06 00	F1 82	02 00	01 21
	Increment		BE EF	03	06 00	97 82	04 00	01 21
	Decrement		BE EF	03	06 00	46 83	05 00	01 21
H POSITION Reset	Execute		BE EF	03	06 00	1C D3	06 00	03 70
H PHASE	Get		BE EF	03	06 00	49 83	02 00	03 21
	Increment		BE EF	03	06 00	2F 83	04 00	03 21
	Decrement		BE EF	03	06 00	FE 82	05 00	03 21
H SIZE	Get		BE EF	03	06 00	B5 82	02 00	02 21
	Increment		BE EF	03	06 00	D3 82	04 00	02 21
	Decrement		BE EF	03	06 00	02 83	05 00	02 21
H SIZE Reset	Execute		BE EF	03	06 00	68 D2	06 00	04 70
AUTO ADJUST EXECUTE	Execute		BE EF	03	06 00	91 D0	06 00	0A 20
PROGRESSIVE	Set	OFF	BE EF	03	06 00	4A 72	01 00	07 22
		TV	BE EF	03	06 00	DA 73	01 00	07 22
		FILM	BE EF	03	06 00	2A 73	01 00	07 22
	Get		BE EF	03	06 00	79 72	02 00	07 22
VIDEO NR	Set	LOW	BE EF	03	06 00	26 72	01 00	06 22
		MID	BE EF	03	06 00	D6 72	01 00	06 22
		HIGH	BE EF	03	06 00	46 73	01 00	06 22
	Get		BE EF	03	06 00	85 73	02 00	06 22
COLOR SPACE	Set	AUTO	BE EF	03	06 00	0E 72	01 00	04 22
		RGB	BE EF	03	06 00	9E 73	01 00	04 22
		SMPTE240	BE EF	03	06 00	6E 73	01 00	04 22
		REC709	BE EF	03	06 00	FE 72	01 00	04 22
		REC601	BE EF	03	06 00	CE 70	01 00	04 22
	Get		BE EF	03	06 00	3D 72	02 00	04 22
C-VIDEO FORMAT	Set	AUTO	BE EF	03	06 00	A2 70	01 00	11 22
		NTSC	BE EF	03	06 00	C2 74	01 00	11 22
		PAL	BE EF	03	06 00	52 75	01 00	11 22
		SECAM	BE EF	03	06 00	52 70	01 00	11 22
		NTSC4.43	BE EF	03	06 00	62 77	01 00	11 22
		M-PAL	BE EF	03	06 00	C2 71	01 00	11 22
		N-PAL	BE EF	03	06 00	32 74	01 00	11 22
	Get		BE EF	03	06 00	31 76	02 00	11 22
HDMI 1 FORMAT	Set	AUTO	BE EF	03	06 00	BA 77	01 00	13 22
		VIDEO	BE EF	03	06 00	2A 76	01 00	13 22
		COMPUTER	BE EF	03	06 00	DA 76	01 00	13 22
	Get		BE EF	03	06 00	89 77	02 00	13 22
HDMI 2 FORMAT	Set	AUTO	BE EF	03	06 00	52 75	01 00	1D 22
		VIDEO	BE EF	03	06 00	C2 74	01 00	1D 22
		COMPUTER	BE EF	03	06 00	32 74	01 00	1D 22
	Get		BE EF	03	06 00	61 75	02 00	1D 22

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
DVI-D FORMAT	Set	AUTO	BE EF	03	06 00	62 74	01 00	19 22	00 00
		VIDEO	BE EF	03	06 00	F2 75	01 00	19 22	01 00
		COMPUTER	BE EF	03	06 00	02 75	01 00	19 22	02 00
	Get		BE EF	03	06 00	51 74	02 00	19 22	00 00
HDBaseT FORMAT	Set	AUTO	BE EF	03	06 00	7A EA	01 00	D3 20	00 00
		VIDEO	BE EF	03	06 00	EA EB	01 00	D3 20	01 00
		COMPUTER	BE EF	03	06 00	1A EB	01 00	D3 20	02 00
	Get		BE EF	03	06 00	49 EA	02 00	D3 20	00 00
HDMI 1 RANGE	Set	AUTO	BE EF	03	06 00	86 D8	01 00	22 20	00 00
		NORMAL	BE EF	03	06 00	16 D9	01 00	22 20	01 00
		ENHANCED	BE EF	03	06 00	E6 D9	01 00	22 20	02 00
	Get		BE EF	03	06 00	B5 D8	02 00	22 20	00 00
HDMI 2 RANGE	Set	AUTO	BE EF	03	06 00	7A D9	01 00	23 20	00 00
		NORMAL	BE EF	03	06 00	EA D8	01 00	23 20	01 00
		ENHANCED	BE EF	03	06 00	1A D8	01 00	23 20	02 00
	Get		BE EF	03	06 00	49 D9	02 00	23 20	00 00
DVI-D RANGE	Set	AUTO	BE EF	03	06 00	FE D4	01 00	20 20	10 00
		NORMAL	BE EF	03	06 00	3E D9	01 00	20 20	00 00
		ENHANCED	BE EF	03	06 00	AE D8	01 00	20 20	01 00
	Get		BE EF	03	06 00	0D D9	02 00	20 20	00 00
HDBaseT RANGE	Set	AUTO	BE EF	03	06 00	86 EB	01 00	D2 20	00 00
		NORMAL	BE EF	03	06 00	16 EA	01 00	D2 20	01 00
		ENHANCED	BE EF	03	06 00	E6 EA	01 00	D2 20	02 00
	Get		BE EF	03	06 00	B5 EB	02 00	D2 20	00 00
COMPUTER IN1	Set	AUTO	BE EF	03	06 00	CE D6	01 00	10 20	03 00
		SYNC ON G OFF	BE EF	03	06 00	5E D7	01 00	10 20	02 00
	Get		BE EF	03	06 00	0D D6	02 00	10 20	00 00
COMPUTER IN2	Set	AUTO	BE EF	03	06 00	32 D7	01 00	11 20	03 00
		SYNC ON G OFF	BE EF	03	06 00	A2 D6	01 00	11 20	02 00
	Get		BE EF	03	06 00	F1 D7	02 00	11 20	00 00
FRAME LOCK - COMPUTER IN1	Set	OFF	BE EF	03	06 00	3B C2	01 00	50 30	00 00
		ON	BE EF	03	06 00	AB C3	01 00	50 30	01 00
	Get		BE EF	03	06 00	08 C2	02 00	50 30	00 00
FRAME LOCK - COMPUTER IN2	Set	OFF	BE EF	03	06 00	0B C3	01 00	54 30	00 00
		ON	BE EF	03	06 00	9B C2	01 00	54 30	01 00
	Get		BE EF	03	06 00	38 C3	02 00	54 30	00 00
FRAME LOCK - HDMI 1	Set	OFF	BE EF	03	06 00	7F C2	01 00	53 30	00 00
		ON	BE EF	03	06 00	EF C3	01 00	53 30	01 00
	Get		BE EF	03	06 00	4C C2	02 00	53 30	00 00
FRAME LOCK - HDMI 2	Set	OFF	BE EF	03	06 00	97 C0	01 00	5D 30	00 00
		ON	BE EF	03	06 00	07 C1	01 00	5D 30	01 00
	Get		BE EF	03	06 00	A4 C0	02 00	5D 30	00 00
FRAME LOCK - DVI-D	Set	OFF	BE EF	03	06 00	A7 C1	01 00	59 30	00 00
		ON	BE EF	03	06 00	37 C0	01 00	59 30	01 00
	Get		BE EF	03	06 00	94 C1	02 00	59 30	00 00
FRAME LOCK - HDBaseT	Set	OFF	BE EF	03	06 00	C2 EB	01 00	D1 20	00 00
		ON	BE EF	03	06 00	52 EA	01 00	D1 20	01 00
	Get		BE EF	03	06 00	F1 EB	02 00	D1 20	00 00

Names	Operation Type	Header	CRC	Command Data		
				Action	Type	Setting code
GEOMETRIC MODE	Set	KEystone	BE EF 03 06 00	6B 8C	01 00	30 31 01 00
		PERFECT FIT	BE EF 03 06 00	9B 8C	01 00	30 31 02 00
		EDGE BLENDING	BE EF 03 06 00	0B 8D	01 00	30 31 03 00
		WARPING	BE EF 03 06 00	3B 8F	01 00	30 31 04 00
	Get		BE EF 03 06 00	C8 8D	02 00	30 31 00 00
KEystone V	Get		BE EF 03 06 00	B9 D3	02 00	07 20 00 00
	Increment		BE EF 03 06 00	DF D3	04 00	07 20 00 00
	Decrement		BE EF 03 06 00	0E D2	05 00	07 20 00 00
KEystone V Reset	Execute		BE EF 03 06 00	08 D0	06 00	0C 70 00 00
KEystone H	Get		BE EF 03 06 00	E9 D0	02 00	0B 20 00 00
	Increment		BE EF 03 06 00	8F D0	04 00	0B 20 00 00
	Decrement		BE EF 03 06 00	5E D1	05 00	0B 20 00 00
KEystone H Reset	Execute		BE EF 03 06 00	98 D8	06 00	20 70 00 00
PERFECT FIT Left Top - H	Get		BE EF 03 06 00	31 89	02 00	21 21 00 00
	Increment		BE EF 03 06 00	57 89	04 00	21 21 00 00
	Decrement		BE EF 03 06 00	86 88	05 00	21 21 00 00
PERFECT FIT Left Top - V	Get		BE EF 03 06 00	75 89	02 00	22 21 00 00
	Increment		BE EF 03 06 00	13 89	04 00	22 21 00 00
	Decrement		BE EF 03 06 00	C2 88	05 00	22 21 00 00
PERFECT FIT Right Top - H	Get		BE EF 03 06 00	89 88	02 00	23 21 00 00
	Increment		BE EF 03 06 00	EF 88	04 00	23 21 00 00
	Decrement		BE EF 03 06 00	3E 89	05 00	23 21 00 00
PERFECT FIT Right Top - V	Get		BE EF 03 06 00	FD 89	02 00	24 21 00 00
	Increment		BE EF 03 06 00	9B 89	04 00	24 21 00 00
	Decrement		BE EF 03 06 00	4A 88	05 00	24 21 00 00
PERFECT FIT Left Bottom - H	Get		BE EF 03 06 00	01 88	02 00	25 21 00 00
	Increment		BE EF 03 06 00	67 88	04 00	25 21 00 00
	Decrement		BE EF 03 06 00	B6 89	05 00	25 21 00 00
PERFECT FIT Left Bottom - V	Get		BE EF 03 06 00	45 88	02 00	26 21 00 00
	Increment		BE EF 03 06 00	23 88	04 00	26 21 00 00
	Decrement		BE EF 03 06 00	F2 89	05 00	26 21 00 00
PERFECT FIT Right Bottom - H	Get		BE EF 03 06 00	B9 89	02 00	27 21 00 00
	Increment		BE EF 03 06 00	DF 89	04 00	27 21 00 00
	Decrement		BE EF 03 06 00	0E 88	05 00	27 21 00 00
PERFECT FIT Right Bottom - V	Get		BE EF 03 06 00	AD 8A	02 00	28 21 00 00
	Increment		BE EF 03 06 00	CB 8A	04 00	28 21 00 00
	Decrement		BE EF 03 06 00	1A 8B	05 00	28 21 00 00
PERFECT FIT All Corners Reset	Execute		BE EF 03 06 00	D5 8A	06 00	29 21 00 00

Names	Operation Type	Header				Command Data		
						Action	Type	Setting code
PERFECT FIT Left Side Distortion	Get	BE EF	03	06 00	31 97	02 00	41 21	00 00
	Increment	BE EF	03	06 00	57 97	04 00	41 21	00 00
	Decrement	BE EF	03	06 00	86 96	05 00	41 21	00 00
PERFECT FIT Right Side Distortion	Get	BE EF	03	06 00	75 97	02 00	42 21	00 00
	Increment	BE EF	03	06 00	13 97	04 00	42 21	00 00
	Decrement	BE EF	03	06 00	C2 96	05 00	42 21	00 00
PERFECT FIT Top Side Distortion	Get	BE EF	03	06 00	FD 97	02 00	44 21	00 00
	Increment	BE EF	03	06 00	9B 97	04 00	44 21	00 00
	Decrement	BE EF	03	06 00	4A 96	05 00	44 21	00 00
PERFECT FIT Bottom Side Distortion	Get	BE EF	03	06 00	01 96	02 00	45 21	00 00
	Increment	BE EF	03	06 00	67 96	04 00	45 21	00 00
	Decrement	BE EF	03	06 00	B6 97	05 00	45 21	00 00
PERFECT FIT All Sides Reset	Execute	BE EF	03	06 00	3D 96	06 00	47 21	00 00
PERFECT FIT Memory Save-1	Execute	BE EF	03	06 00	29 95	06 00	48 21	00 00
PERFECT FIT Memory Save-2	Execute	BE EF	03	06 00	D5 94	06 00	49 21	00 00
PERFECT FIT Memory Save-3	Execute	BE EF	03	06 00	91 94	06 00	4A 21	00 00
PERFECT FIT Memory Load-1	Execute	BE EF	03	06 00	6D 95	06 00	4B 21	00 00
PERFECT FIT Memory Load-2	Execute	BE EF	03	06 00	19 94	06 00	4C 21	00 00
PERFECT FIT Memory Load-3	Execute	BE EF	03	06 00	E5 95	06 00	4D 21	00 00

Names	Operation Type	Header			CRC	Command Data		
						Action	Type	Setting code
EDGE BLENDING LEFT TOP H	Get	BE EF	03	06 00	A8 8F	02 00	38 31	00 00
	Increment	BE EF	03	06 00	CE 8F	04 00	38 31	00 00
	Decrement	BE EF	03	06 00	1F 8E	05 00	38 31	00 00
EDGE BLENDING LEFT TOP V	Get	BE EF	03	06 00	54 8E	02 00	39 31	00 00
	Increment	BE EF	03	06 00	32 8E	04 00	39 31	00 00
	Decrement	BE EF	03	06 00	E3 8F	05 00	39 31	00 00
EDGE BLENDING RIGHT TOP H	Get	BE EF	03	06 00	10 8E	02 00	3A 31	00 00
	Increment	BE EF	03	06 00	76 8E	04 00	3A 31	00 00
	Decrement	BE EF	03	06 00	A7 8F	05 00	3A 31	00 00
EDGE BLENDING RIGHT TOP V	Get	BE EF	03	06 00	EC 8F	02 00	3B 31	00 00
	Increment	BE EF	03	06 00	8A 8F	04 00	3B 31	00 00
	Decrement	BE EF	03	06 00	5B 8E	05 00	3B 31	00 00
EDGE BLENDING LEFT BOTTOM H	Get	BE EF	03	06 00	98 8E	02 00	3C 31	00 00
	Increment	BE EF	03	06 00	FE 8E	04 00	3C 31	00 00
	Decrement	BE EF	03	06 00	2F 8F	05 00	3C 31	00 00
EDGE BLENDING LEFT BOTTOM V	Get	BE EF	03	06 00	64 8F	02 00	3D 31	00 00
	Increment	BE EF	03	06 00	02 8F	04 00	3D 31	00 00
	Decrement	BE EF	03	06 00	D3 8E	05 00	3D 31	00 00
EDGE BLENDING RIGHT BOTTOM H	Get	BE EF	03	06 00	20 8F	02 00	3E 31	00 00
	Increment	BE EF	03	06 00	46 8F	04 00	3E 31	00 00
	Decrement	BE EF	03	06 00	97 8E	05 00	3E 31	00 00
EDGE BLENDING RIGHT BOTTOM V	Get	BE EF	03	06 00	DC 8E	02 00	3F 31	00 00
	Increment	BE EF	03	06 00	BA 8E	04 00	3F 31	00 00
	Decrement	BE EF	03	06 00	6B 8F	05 00	3F 31	00 00
EDGE BLENDING CORNER Reset	Execute	BE EF	03	06 00	B0 8D	06 00	31 31	00 00
EDGE BLENDING REGION Reset	Execute	BE EF	03	06 00	8C 96	06 00	40 31	00 00
EDGE BLENDING LEVEL	Set	NORMAL	BE EF	03	06 00	C7 96	01 00	41 31
		BRIGHT	BE EF	03	06 00	57 97	01 00	41 31
		DARK	BE EF	03	06 00	A7 97	01 00	41 31
		Get	BE EF	03	06 00	F4 96	02 00	41 31
EDGE BLENDING LEFT	Get	BE EF	03	06 00	68 95	02 00	48 31	00 00
	Increment	BE EF	03	06 00	0E 95	04 00	48 31	00 00
	Decrement	BE EF	03	06 00	DF 94	05 00	48 31	00 00
EDGE BLENDING RIGHT	Get	BE EF	03	06 00	94 94	02 00	49 31	00 00
	Increment	BE EF	03	06 00	F2 94	04 00	49 31	00 00
	Decrement	BE EF	03	06 00	23 95	05 00	49 31	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
EDGE BLENDING TOP	Get		BE EF	03	06 00	D0 94	02 00	4A 31	00 00
	Increment		BE EF	03	06 00	B6 94	04 00	4A 31	00 00
	Decrement		BE EF	03	06 00	67 95	05 00	4A 31	00 00
EDGE BLENDING BOTTOM	Get		BE EF	03	06 00	2C 95	02 00	4B 31	00 00
	Increment		BE EF	03	06 00	4A 95	04 00	4B 31	00 00
	Decrement		BE EF	03	06 00	9B 94	05 00	4B 31	00 00
CROPPING MODE	Set	OFF	BE EF	03	06 00	FB 93	01 00	50 31	00 00
		ON	BE EF	03	06 00	6B 92	01 00	50 31	01 00
	Get		BE EF	03	06 00	C8 93	02 00	50 31	00 00
CROPPING SETUP X	Get		BE EF	03	06 00	A8 91	02 00	58 31	00 00
	Increment		BE EF	03	06 00	CE 91	04 00	58 31	00 00
	Decrement		BE EF	03	06 00	1F 90	05 00	58 31	00 00
CROPPING SETUP Y	Get		BE EF	03	06 00	54 90	02 00	59 31	00 00
	Increment		BE EF	03	06 00	32 90	04 00	59 31	00 00
	Decrement		BE EF	03	06 00	E3 91	05 00	59 31	00 00
CROPPING SETUP W	Get		BE EF	03	06 00	10 90	02 00	5A 31	00 00
	Increment		BE EF	03	06 00	76 90	04 00	5A 31	00 00
	Decrement		BE EF	03	06 00	A7 91	05 00	5A 31	00 00
CROPPING SETUP H	Get		BE EF	03	06 00	EC 91	02 00	5B 31	00 00
	Increment		BE EF	03	06 00	8A 91	04 00	5B 31	00 00
	Decrement		BE EF	03	06 00	5B 90	05 00	5B 31	00 00
CROPPING Apply	Execute		BE EF	03	06 00	B0 93	06 00	51 31	00 00
CROPPING Reset	Execute		BE EF	03	06 00	F4 93	06 00	52 31	00 00
WARPING MODE	Set	OFF	BE EF	03	06 00	FB 9C	01 00	60 31	00 00
		MODE-1	BE EF	03	06 00	6B 9D	01 00	60 31	01 00
		MODE-2	BE EF	03	06 00	9B 9D	01 00	60 31	02 00
		MODE-3	BE EF	03	06 00	0B 9C	01 00	60 31	03 00
	Get		BE EF	03	06 00	C8 9C	02 00	60 31	00 00

Names	Operation Type	Header	CRC	Command Data		
				Action	Type	Setting code
ECO MODE	Set	NORMAL	BE EF 03 06 00	3B 23	01 00	00 33
		ECO	BE EF 03 06 00	AB 22	01 00	00 33
	Get		BE EF 03 06 00	08 23	02 00	00 33
INSTALLATION	Set	FRONT / DESKTOP	BE EF 03 06 00	C7 D2	01 00	01 30
		REAR / DESKTOP	BE EF 03 06 00	57 D3	01 00	01 30
		REAR / CEILING	BE EF 03 06 00	A7 D3	01 00	01 30
		FRONT / CEILING	BE EF 03 06 00	37 D2	01 00	01 30
	Get		BE EF 03 06 00	F4 D2	02 00	01 30
STANDBY MODE	Set	NORMAL	BE EF 03 06 00	D6 D2	01 00	01 60
		SAVING	BE EF 03 06 00	46 D3	01 00	01 60
	Get		BE EF 03 06 00	E5 D2	02 00	01 60
MONITOR OUT - COMPUTER IN1	Set	COMPUTER IN1	BE EF 03 06 00	3E F4	01 00	B0 20
		COMPUTER IN2	BE EF 03 06 00	FE F6	01 00	B0 20
		OFF	BE EF 03 06 00	CE B5	01 00	B0 20
	Get		BE EF 03 06 00	0D F4	02 00	B0 20
MONITOR OUT - COMPUTER IN2	Set	COMPUTER IN1	BE EF 03 06 00	0E F5	01 00	B4 20
		COMPUTER IN2	BE EF 03 06 00	CE F7	01 00	B4 20
		OFF	BE EF 03 06 00	FE B4	01 00	B4 20
	Get		BE EF 03 06 00	3D F5	02 00	B4 20
MONITOR OUT - LAN	Set	COMPUTER IN1	BE EF 03 06 00	1A F6	01 00	BB 20
		COMPUTER IN2	BE EF 03 06 00	DA F4	01 00	BB 20
		OFF	BE EF 03 06 00	EA B7	01 00	BB 20
	Get		BE EF 03 06 00	29 F6	02 00	BB 20
MONITOR OUT - HDMI 1	Set	COMPUTER IN1	BE EF 03 06 00	7A F4	01 00	B3 20
		COMPUTER IN2	BE EF 03 06 00	BA F6	01 00	B3 20
		OFF	BE EF 03 06 00	8A B5	01 00	B3 20
	Get		BE EF 03 06 00	49 F4	02 00	B3 20
MONITOR OUT - HDMI 2	Set	COMPUTER IN1	BE EF 03 06 00	92 F6	01 00	BD 20
		COMPUTER IN2	BE EF 03 06 00	52 F4	01 00	BD 20
		OFF	BE EF 03 06 00	62 B7	01 00	BD 20
	Get		BE EF 03 06 00	A1 F6	02 00	BD 20
MONITOR OUT - DVI-D	Set	COMPUTER IN1	BE EF 03 06 00	A2 F7	01 00	B9 20
		COMPUTER IN2	BE EF 03 06 00	62 F5	01 00	B9 20
		OFF	BE EF 03 06 00	52 B6	01 00	B9 20
	Get		BE EF 03 06 00	91 F7	02 00	B9 20
MONITOR OUT - HDBaseT	Set	COMPUTER IN1	BE EF 03 06 00	3E EA	01 00	D0 20
		COMPUTER IN2	BE EF 03 06 00	FE E8	01 00	D0 20
		OFF	BE EF 03 06 00	CE AB	01 00	D0 20
	Get		BE EF 03 06 00	0D EA	02 00	D0 20
MONITOR OUT - VIDEO	Set	COMPUTER IN1	BE EF 03 06 00	C2 F5	01 00	B1 20
		COMPUTER IN2	BE EF 03 06 00	02 F7	01 00	B1 20
		OFF	BE EF 03 06 00	32 B4	01 00	B1 20
	Get		BE EF 03 06 00	F1 F5	02 00	B1 20
MONITOR OUT - STANDBY	Set	COMPUTER IN1	BE EF 03 06 00	2A F7	01 00	BF 20
		COMPUTER IN2	BE EF 03 06 00	EA F5	01 00	BF 20
		OFF	BE EF 03 06 00	DA B6	01 00	BF 20
	Get		BE EF 03 06 00	19 F7	02 00	BF 20

Names	Operation Type	Header	CRC	Command Data		
				Action	Type	Setting code
LANGUAGE	Set	ENGLISH	BE EF 03 06 00	F7 D3	01 00	05 30 00 00
		FRANÇAIS	BE EF 03 06 00	67 D2	01 00	05 30 01 00
		DEUTSCH	BE EF 03 06 00	97 D2	01 00	05 30 02 00
		ESPAÑOL	BE EF 03 06 00	07 D3	01 00	05 30 03 00
		ITALIANO	BE EF 03 06 00	37 D1	01 00	05 30 04 00
		NORSK	BE EF 03 06 00	A7 D0	01 00	05 30 05 00
		NEDERLANDS	BE EF 03 06 00	57 D0	01 00	05 30 06 00
		PORTUGUÊS	BE EF 03 06 00	C7 D1	01 00	05 30 07 00
		日本語	BE EF 03 06 00	37 D4	01 00	05 30 08 00
		簡体中文	BE EF 03 06 00	A7 D5	01 00	05 30 09 00
		繁体中文	BE EF 03 06 00	37 DE	01 00	05 30 10 00
		한국어	BE EF 03 06 00	57 D5	01 00	05 30 0A 00
		SVENSKA	BE EF 03 06 00	C7 D4	01 00	05 30 0B 00
		РУССКИЙ	BE EF 03 06 00	F7 D6	01 00	05 30 0C 00
		SUOMI	BE EF 03 06 00	67 D7	01 00	05 30 0D 00
		POLSKI	BE EF 03 06 00	97 D7	01 00	05 30 0E 00
		TÜRKÇE	BE EF 03 06 00	07 D6	01 00	05 30 0F 00
		DANSK	BE EF 03 06 00	A7 DF	01 00	05 30 11 00
		ČESKY	BE EF 03 06 00	57 DF	01 00	05 30 12 00
		MAGYAR	BE EF 03 06 00	C7 DE	01 00	05 30 13 00
		ROMÂNĂ	BE EF 03 06 00	F7 DC	01 00	05 30 14 00
		SLOVENSKI	BE EF 03 06 00	67 DD	01 00	05 30 15 00
		HRVATSKI	BE EF 03 06 00	97 DD	01 00	05 30 16 00
		ΕΛΛΗΝΙΚΑ	BE EF 03 06 00	07 DC	01 00	05 30 17 00
		LIETUVIŲ	BE EF 03 06 00	F7 D9	01 00	05 30 18 00
		EESTI	BE EF 03 06 00	67 D8	01 00	05 30 19 00
		LATVIEŠU	BE EF 03 06 00	97 D8	01 00	05 30 1A 00
		ไทย	BE EF 03 06 00	07 D9	01 00	05 30 1B 00
		دەربەرگەلەللا	BE EF 03 06 00	37 DB	01 00	05 30 1C 00
		ایسرائف	BE EF 03 06 00	A7 DA	01 00	05 30 1D 00
		PORTUGUÊS BRA	BE EF 03 06 00	57 DA	01 00	05 30 1E 00
		BAHASA IND	BE EF 03 06 00	C7 DB	01 00	05 30 1F 00
		TIENG VIET	BE EF 03 06 00	37 CA	01 00	05 30 20 00
	NOTE) Not all of the languages in this table are supported.					
	Get	BE EF 03 06 00	C4 D3	02 00	05 30	00 00

Names	Operation Type	Header			CRC	Command Data		
						Action	Type	Setting code
MENU POSITION V	Get	BE EF	03	06 00	40 D7	02 00	16 30	00 00
	Increment	BE EF	03	06 00	26 D7	04 00	16 30	00 00
	Decrement	BE EF	03	06 00	F7 D6	05 00	16 30	00 00
MENU POSITION V Reset	Execute	BE EF	03	06 00	A8 C7	06 00	44 70	00 00
MENU POSITION H	Get	BE EF	03	06 00	04 D7	02 00	15 30	00 00
	Increment	BE EF	03	06 00	62 D7	04 00	15 30	00 00
	Decrement	BE EF	03	06 00	B3 D6	05 00	15 30	00 00
MENU POSITION H Reset	Execute	BE EF	03	06 00	DC C6	06 00	43 70	00 00
BLANK	Set	MyScreen	BE EF	03	06 00	FB CA	01 00	00 30
		ORIGINAL	BE EF	03	06 00	FB E2	01 00	00 30
		BLUE	BE EF	03	06 00	CB D3	01 00	00 30
		WHITE	BE EF	03	06 00	6B D0	01 00	00 30
		BLACK	BE EF	03	06 00	9B D0	01 00	00 30
	Get	BE EF	03	06 00	08 D3	02 00	00 30	00 00
BLANK On/Off	Set	OFF	BE EF	03	06 00	FB D8	01 00	20 30
		ON	BE EF	03	06 00	6B D9	01 00	20 30
	Get	BE EF	03	06 00	C8 D8	02 00	20 30	00 00
AUTO BLANK	Set	BLUE	BE EF	03	06 00	67 D1	01 00	0D 30
		WHITE	BE EF	03	06 00	C7 D2	01 00	0D 30
		BLACK	BE EF	03	06 00	37 D2	01 00	0D 30
	Get	BE EF	03	06 00	A4 D1	02 00	0D 30	00 00
START UP	Set	MyScreen	BE EF	03	06 00	CB CB	01 00	04 30
		ORIGINAL	BE EF	03	06 00	0B D2	01 00	04 30
		OFF	BE EF	03	06 00	9B D3	01 00	04 30
	Get	BE EF	03	06 00	38 D2	02 00	04 30	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
MyScreen Lock	Set	OFF	BE EF	03	06 00	3B EF	01 00	C0 30	00 00
		ON	BE EF	03	06 00	AB EE	01 00	C0 30	01 00
		Get	BE EF	03	06 00	08 EF	02 00	C0 30	00 00
OSD MESSAGE	Set	SILENT	BE EF	03	06 00	8F D6	01 00	17 30	00 00
		NORMAL	BE EF	03	06 00	1F D7	01 00	17 30	01 00
		INHIBIT	BE EF	03	06 00	EF D7	01 00	17 30	02 00
		Get	BE EF	03	06 00	BC D6	02 00	17 30	00 00
TEMPLATE	Set	TEST PATTERN	BE EF	03	06 00	43 D9	01 00	22 30	00 00
		DOT-LINE 1	BE EF	03	06 00	D3 D8	01 00	22 30	01 00
		DOT-LINE 2	BE EF	03	06 00	23 D8	01 00	22 30	02 00
		DOT-LINE 3	BE EF	03	06 00	B3 D9	01 00	22 30	03 00
		DOT-LINE 4	BE EF	03	06 00	83 DB	01 00	22 30	04 00
		CIRCLE 1	BE EF	03	06 00	13 DA	01 00	22 30	05 00
		CIRCLE 2	BE EF	03	06 00	E3 DA	01 00	22 30	06 00
		MAP 1	BE EF	03	06 00	83 D4	01 00	22 30	10 00
	MAP 2	BE EF	03	06 00	13 D5	01 00	22 30	11 00	
	STACK	BE EF	03	06 00	83 C0	01 00	22 30	20 00	
	Get	BE EF	03	06 00	70 D9	02 00	22 30	00 00	
TEMPLATE On/Off	Set	OFF	BE EF	03	06 00	BF D8	01 00	23 30	00 00
		ON	BE EF	03	06 00	2F D9	01 00	23 30	01 00
		Get	BE EF	03	06 00	8C D8	02 00	23 30	00 00
C. C. - DISPLAY	Set	OFF	BE EF	03	06 00	FA 62	01 00	00 37	00 00
		ON	BE EF	03	06 00	6A 63	01 00	00 37	01 00
		Get	BE EF	03	06 00	C9 62	02 00	00 37	00 00
C. C. - MODE	Set	CAPTIONS	BE EF	03	06 00	06 63	01 00	01 37	00 00
		TEXT	BE EF	03	06 00	96 62	01 00	01 37	01 00
		Get	BE EF	03	06 00	35 63	02 00	01 37	00 00
C. C. - CHANNEL	Set	1	BE EF	03	06 00	D2 62	01 00	02 37	01 00
		2	BE EF	03	06 00	22 62	01 00	02 37	02 00
		3	BE EF	03	06 00	B2 63	01 00	02 37	03 00
		4	BE EF	03	06 00	82 61	01 00	02 37	04 00
		Get	BE EF	03	06 00	71 63	02 00	02 37	00 00
SOURCE SKIP - COMPUTER IN1	Set	NORMAL	BE EF	03	06 00	FE 78	01 00	20 22	00 00
		SKIP	BE EF	03	06 00	6E 79	01 00	20 22	01 00
		Get	BE EF	03	06 00	CD 78	02 00	20 22	00 00
SOURCE SKIP - COMPUTER IN2	Set	NORMAL	BE EF	03	06 00	CE 79	01 00	24 22	00 00
		SKIP	BE EF	03	06 00	5E 78	01 00	24 22	01 00
		Get	BE EF	03	06 00	FD 79	02 00	24 22	00 00
SOURCE SKIP - LAN	Set	NORMAL	BE EF	03	06 00	DA 7A	01 00	2B 22	00 00
		SKIP	BE EF	03	06 00	4A 7B	01 00	2B 22	01 00
		Get	BE EF	03	06 00	E9 7A	02 00	2B 22	00 00

RS-232C Communication / Network command table (continued)

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
SOURCE SKIP - HDMI 1	Set	NORMAL	BE EF	03	06 00	BA 78	01 00	23 22	00 00
		SKIP	BE EF	03	06 00	2A 79	01 00	23 22	01 00
	Get		BE EF	03	06 00	89 78	02 00	23 22	00 00
SOURCE SKIP - HDMI 2	Set	NORMAL	BE EF	03	06 00	52 7A	01 00	2D 22	00 00
		SKIP	BE EF	03	06 00	C2 7B	01 00	2D 22	01 00
	Get		BE EF	03	06 00	61 7A	02 00	2D 22	00 00
SOURCE SKIP DVI-D	Set	NORMAL	BE EF	03	06 00	62 7B	01 00	29 22	00 00
		SKIP	BE EF	03	06 00	F2 7A	01 00	29 22	01 00
	Get		BE EF	03	06 00	51 7B	02 00	29 22	00 00
SOURCE SKIP HDBaseT	Set	NORMAL	BE EF	03	06 00	B6 EA	01 00	D6 20	00 00
		SKIP	BE EF	03	06 00	26 EB	01 00	D6 20	01 00
	Get		BE EF	03	06 00	85 EA	02 00	D6 20	00 00
SOURCE SKIP - VIDEO	Set	NORMAL	BE EF	03	06 00	02 79	01 00	21 22	00 00
		SKIP	BE EF	03	06 00	92 78	01 00	21 22	01 00
	Get		BE EF	03	06 00	31 79	02 00	21 22	00 00
AUTO SEARCH	Set	OFF	BE EF	03	06 00	B6 D6	01 00	16 20	00 00
		ON	BE EF	03	06 00	26 D7	01 00	16 20	01 00
	Get		BE EF	03	06 00	85 D6	02 00	16 20	00 00
DIRECT POWER ON	Set	OFF	BE EF	03	06 00	3B 89	01 00	20 31	00 00
		ON	BE EF	03	06 00	AB 88	01 00	20 31	01 00
	Get		BE EF	03	06 00	08 89	02 00	20 31	00 00
AUTO POWER OFF	Get		BE EF	03	06 00	08 86	02 00	10 31	00 00
		Increment	BE EF	03	06 00	6E 86	04 00	10 31	00 00
		Decrement	BE EF	03	06 00	BF 87	05 00	10 31	00 00
SHUTTER TIMER	Set	1h	BE EF	03	06 00	27 92	01 00	06 24	01 00
		3h	BE EF	03	06 00	47 93	01 00	06 24	03 00
		6h	BE EF	03	06 00	17 90	01 00	06 24	06 00
	Get		BE EF	03	06 00	84 93	02 00	06 24	00 00
LAMP MODE	Set	DUAL	BE EF	03	06 00	1F 21	01 00	0B 33	00 00
		LAMP-1	BE EF	03	06 00	8F 20	01 00	0B 33	01 00
		LAMP-2	BE EF	03	06 00	7F 20	01 00	0B 33	02 00
		ALTERNATE	BE EF	03	06 00	DF 2C	01 00	0B 33	10 00
	Get		BE EF	03	06 00	2C 21	02 00	0B 33	00 00
ALTERNATE	Set	AUTO	BE EF	03	06 00	6B 20	01 00	0C 33	00 00
		CYCLE	BE EF	03	06 00	FB 21	01 00	0C 33	01 00
	Get		BE EF	03	06 00	58 20	02 00	0C 33	00 00
CYCLE TIME	Set	6h	BE EF	03	06 00	37 22	01 00	0D 33	06 00
		12h	BE EF	03	06 00	97 24	01 00	0D 33	0C 00
		18h	BE EF	03	06 00	37 2D	01 00	0D 33	12 00
		24h	BE EF	03	06 00	97 2B	01 00	0D 33	18 00
		1WEEK	BE EF	03	06 00	57 5E	01 00	0D 33	A8 00
	Get		BE EF	03	06 00	A4 21	02 00	0D 33	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
LAMP-1 TIME Lower Bytes	Get		BE EF	03	06 00	C2 FF	02 00	90 10	00 00
LAMP-1 TIME Higher Bytes	Get		BE EF	03	06 00	2A FD	02 00	9E 10	00 00
LAMP-1 TIME Reset	Execute		BE EF	03	06 00	58 DC	06 00	30 70	00 00
LAMP-2 TIME Lower Bytes	Get		BE EF	03	06 00	02 AE	02 00	90 11	00 00
LAMP-2 TIME Higher Bytes	Get		BE EF	03	06 00	FE AF	02 00	91 11	00 00
LAMP-2 TIME Reset	Execute		BE EF	03	06 00	68 DD	06 00	34 70	00 00
FILTER TIME Lower Bytes	Get		BE EF	03	06 00	C2 F0	02 00	A0 10	00 00
FILTER TIME Higher Bytes	Get		BE EF	03	06 00	D6 FC	02 00	9F 10	00 00
FILTER TIME Reset	Execute		BE EF	03	06 00	98 C6	06 00	40 70	00 00
MY BUTTON-1	Set	MY IMAGE	BE EF	03	06 00	5A 3D	01 00	00 36	16 00
		MESSENGER	BE EF	03	06 00	AA 29	01 00	00 36	25 00
		INFORMATION	BE EF	03	06 00	FA 3E	01 00	00 36	10 00
		MY MEMORY	BE EF	03	06 00	9A 3F	01 00	00 36	12 00
		ACTIVE IRIS	BE EF	03	06 00	AA 3D	01 00	00 36	15 00
		FILTER RESET	BE EF	03	06 00	3A 3C	01 00	00 36	14 00
		TEMPLATE	BE EF	03	06 00	CA 39	01 00	00 36	1B 00
		PbyP/PinP SWAP	BE EF	03	06 00	5A 38	01 00	00 36	1A 00
		PinP POSITION	BE EF	03	06 00	3A 22	01 00	00 36	3C 00
		RESOLUTION	BE EF	03	06 00	9A 3A	01 00	00 36	1E 00
		STATUS MONITOR	BE EF	03	06 00	0A 20	01 00	00 36	3B 00
	BLANK	BE EF	03	06 00	FA 02	01 00	00 36	40 00	
	Get	BE EF	03	06 00	09 33	02 00	00 36	00 00	
MY BUTTON-2	Set	MY IMAGE	BE EF	03	06 00	A6 3C	01 00	01 36	16 00
		MESSENGER	BE EF	03	06 00	56 28	01 00	01 36	25 00
		INFORMATION	BE EF	03	06 00	06 3F	01 00	01 36	10 00
		MY MEMORY	BE EF	03	06 00	66 3E	01 00	01 36	12 00
		ACTIVE IRIS	BE EF	03	06 00	56 3C	01 00	01 36	15 00
		FILTER RESET	BE EF	03	06 00	C6 3D	01 00	01 36	14 00
		TEMPLATE	BE EF	03	06 00	36 38	01 00	01 36	1B 00
		PbyP/PinP SWAP	BE EF	03	06 00	A6 39	01 00	01 36	1A 00
		PinP POSITION	BE EF	03	06 00	C6 23	01 00	01 36	3C 00
		RESOLUTION	BE EF	03	06 00	66 3B	01 00	01 36	1E 00
		STATUS MONITOR	BE EF	03	06 00	F6 21	01 00	01 36	3B 00
		BLANK	BE EF	03	06 00	06 03	01 00	01 36	40 00
		Get	BE EF	03	06 00	F5 32	02 00	01 36	00 00

Names	Operation Type	Header	CRC	Command Data		
				Action	Type	Setting code
MY BUTTON-3	Set	MY IMAGE	BE EF 03 06 00	E2 3C	01 00	02 36 16 00
		MESSENGER	BE EF 03 06 00	12 28	01 00	02 36 25 00
		INFORMATION	BE EF 03 06 00	42 3F	01 00	02 36 10 00
		MY MEMORY	BE EF 03 06 00	22 3E	01 00	02 36 12 00
		ACTIVE IRIS	BE EF 03 06 00	12 3C	01 00	02 36 15 00
		FILTER RESET	BE EF 03 06 00	82 3D	01 00	02 36 14 00
		TEMPLATE	BE EF 03 06 00	72 38	01 00	02 36 1B 00
		PbyP/PinP SWAP	BE EF 03 06 00	E2 39	01 00	02 36 1A 00
		PinP POSITION	BE EF 03 06 00	82 23	01 00	02 36 3C 00
		RESOLUTION	BE EF 03 06 00	22 3B	01 00	02 36 1E 00
		STATUS MONITOR	BE EF 03 06 00	B2 21	01 00	02 36 3B 00
		BLANK	BE EF 03 06 00	42 03	01 00	02 36 40 00
MY BUTTON-4	Get		BE EF 03 06 00	B1 32	02 00	02 36 00 00
	Set	MY IMAGE	BE EF 03 06 00	1E 3D	01 00	03 36 16 00
		MESSENGER	BE EF 03 06 00	EE 29	01 00	03 36 25 00
		INFORMATION	BE EF 03 06 00	BE 3E	01 00	03 36 10 00
		MY MEMORY	BE EF 03 06 00	DE 3F	01 00	03 36 12 00
		ACTIVE IRIS	BE EF 03 06 00	EE 3D	01 00	03 36 15 00
		FILTER RESET	BE EF 03 06 00	7E 3C	01 00	03 36 14 00
		TEMPLATE	BE EF 03 06 00	8E 39	01 00	03 36 1B 00
		PbyP/PinP SWAP	BE EF 03 06 00	1E 38	01 00	03 36 1A 00
		PinP POSITION	BE EF 03 06 00	7E 22	01 00	03 36 3C 00
		RESOLUTION	BE EF 03 06 00	DE 3A	01 00	03 36 1E 00
		STATUS MONITOR	BE EF 03 06 00	4E 20	01 00	03 36 3B 00
		BLANK	BE EF 03 06 00	BE 02	01 00	03 36 40 00
	Get		BE EF 03 06 00	4D 33	02 00	03 36 00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
REMOTE RECEIV. FRONT	Set	OFF	BE EF	03	06 00	FF 32	01 00	00 26	00 00
		ON	BE EF	03	06 00	6F 33	01 00	00 26	01 00
		Get	BE EF	03	06 00	CC 32	02 00	00 26	00 00
REMOTE RECEIV. REAR	Set	OFF	BE EF	03	06 00	03 33	01 00	01 26	00 00
		ON	BE EF	03	06 00	93 32	01 00	01 26	01 00
		Get	BE EF	03	06 00	30 33	02 00	01 26	00 00
REMOTE HDBaseT	Set	OFF	BE EF	03	06 00	BB 32	01 00	03 26	00 00
		ON	BE EF	03	06 00	2B 33	01 00	03 26	01 00
		Get	BE EF	03	06 00	88 32	02 00	03 26	00 00
REMOTE FREQ. NORMAL	Set	OFF	BE EF	03	06 00	FF 3D	01 00	30 26	00 00
		ON	BE EF	03	06 00	6F 3C	01 00	30 26	01 00
		Get	BE EF	03	06 00	CC 3D	02 00	30 26	00 00
REMOTE FREQ. HIGH	Set	OFF	BE EF	03	06 00	03 3C	01 00	31 26	00 00
		ON	BE EF	03	06 00	93 3D	01 00	31 26	01 00
		Get	BE EF	03	06 00	30 3C	02 00	31 26	00 00
REMOTE ID	Set	ALL	BE EF	03	06 00	9F 30	01 00	08 26	00 00
		1	BE EF	03	06 00	0F 31	01 00	08 26	01 00
		2	BE EF	03	06 00	FF 31	01 00	08 26	02 00
		3	BE EF	03	06 00	6F 30	01 00	08 26	03 00
		4	BE EF	03	06 00	5F 32	01 00	08 26	04 00
		Get	BE EF	03	06 00	AC 30	02 00	08 26	00 00
MY IMAGE	Set	OFF	BE EF	03	06 00	3A C3	01 00	00 35	00 00
		IMAGE-1	BE EF	03	06 00	AA C2	01 00	00 35	01 00
		IMAGE-2	BE EF	03	06 00	5A C2	01 00	00 35	02 00
		IMAGE-3	BE EF	03	06 00	CA C3	01 00	00 35	03 00
		IMAGE-4	BE EF	03	06 00	FA C1	01 00	00 35	04 00
		Get	BE EF	03	06 00	09 C3	02 00	00 35	00 00
MY IMAGE IMAGE-1 Delete	Execute		BE EF	03	06 00	71 C3	06 00	01 35	00 00
MY IMAGE IMAGE-2 Delete	Execute		BE EF	03	06 00	35 C3	06 00	02 35	00 00
MY IMAGE IMAGE-3 Delete	Execute		BE EF	03	06 00	C9 C2	06 00	03 35	00 00
MY IMAGE IMAGE-4 Delete	Execute		BE EF	03	06 00	BD C3	06 00	04 35	00 00

PJLink command

Commands	Control Description	Parameter or Response
POWR	Power Control	0 = Standby 1 = Power On
POWR ?	Power Status inquiry	0 = Standby 1 = Power On 2 = Cool Down
INPT	Input Source selection	11 = COMPUTER IN1 12 = COMPUTER IN2 23 = VIDEO 31 = HDMI 1 32 = DVI-D 33 = HDMI 2 36 = HDBaseT 51 = LAN
INPT ?	Input Source inquiry	11 = COMPUTER IN1 12 = COMPUTER IN2 23 = VIDEO 31 = HDMI 1 32 = DVI-D 33 = HDMI 2 36 = HDBaseT 51 = LAN
AVMT	AV Mute	30 = AV Mute off 31 = AV Mute on
AVMT ?	AV Mute inquiry	30 = AV Mute off 31 = AV Mute on
ERST ?	Error Status inquiry	1st byte: Refers to Fan error; one of 0 to 2 2nd byte: Refers to Lamp error; one of 0 to 2 3rd byte: Refers to Temperature error; one of 0 to 2 4th byte: Refers to Cover error; one of 0 to 2 5th byte: Refers to Filter error; one of 0 to 2 6th byte: Refers to Other error; one of 0 to 2 The meaning of 0 to 2 is as given below 0 = Error is not detected; 1 = Warning; 2 = Error
LAMP ?	Lamp Status inquiry	1st number (digits 1 to 5): Lamp Time 2nd number : 0 = Lamp off, 1 = Lamp on
INST ?	Input Source List inquiry	11 12 23 31 32 33 36 51
NAME ?	Projector Name inquiry	Responds with the name set in the item PROJECTOR NAME of the NETWORK menu

Commands	Control Description	Parameter or Response
INF1 ?	Manufacturer's Name inquiry	HITACHI
INF2 ?	Model Name inquiry	CP-X9110 CP-WX9210 CP-WU9410
INFO ?	Other Information inquiry	Responds with the factory information and so on
CLSS ?	Class Information inquiry	1

NOTE • The password used in PJLink™ is the same as the password set in the Web Control. To use PJLink™ without authentication, do not set any password in Web Browser Control.

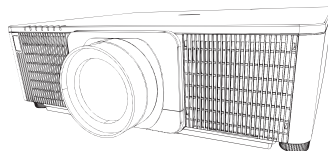
• For specifications of PJLink™, see the web site of the Japan Business Machine and Information System Industries Association.

URL: <http://pjlink.jbmia.or.jp/>

Projector

CP-X9110/CP-WX9210/CP-WU9410

User's Manual (detailed) Operating Guide



Thank you for purchasing this projector.

⚠ WARNING ► Before using this product, please read all manuals for this product. Be sure to read **Safety Guide** first. After reading them, store them in a safe place for future reference.

About this manual

Various symbols are used in this manual. The meanings of these symbols are described below.

- ⚠ WARNING** This symbol indicates information that, if ignored, could possibly result in personal injury or even death due to incorrect handling.
- ⚠ CAUTION** This symbol indicates information that, if ignored, could possibly result in personal injury or physical damage due to incorrect handling.
- NOTICE** This entry notices of fear of causing trouble.
-  Please refer to the pages written following this symbol.

NOTE • The information in this manual is subject to change without notice.
• The illustrations in this manual are for illustrative purposes. They may differ slightly from your projector.
• The manufacturer assumes no responsibility for any errors that may appear in this manual.
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PJLink™

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Introduction

Features

The projector provides you with the broad use by the following features.

- ✓ The **HDMI/DVI-D/HDBaseT™** ports can support various image equipment which have digital interface to get clearer pictures on a screen.
- ✓ Equips with two COLOR WHEEL, to enhance brightness and color.
- ✓ Some optional lens units and the wide range of lens shift feature will give much more chances to install the product wherever you want.
- ✓ Has an HDCR feature which is Hitachi's original image stabilizer for a clearer image.
- ✓ The wealth of I/O ports is believed to support any business scene.
- ✓ Equipped with geometry correction which corresponds to aspect and different kinds of screen.

Checking the contents of package

Please see the **Contents of package** section in the **User's Manual (concise)** which is a book. Your projector should come with the items shown there.

Require of your dealer immediately if any items are missing.

⚠ WARNING ▶ Keep small parts away from children and pets. Take care not to put in the mouth. If swallowed, consult a physician immediately for emergency treatment.

NOTE • Keep the original packing materials, for future reshipment. Be sure to use the original packing materials when moving the projector. Use special caution for the lens.

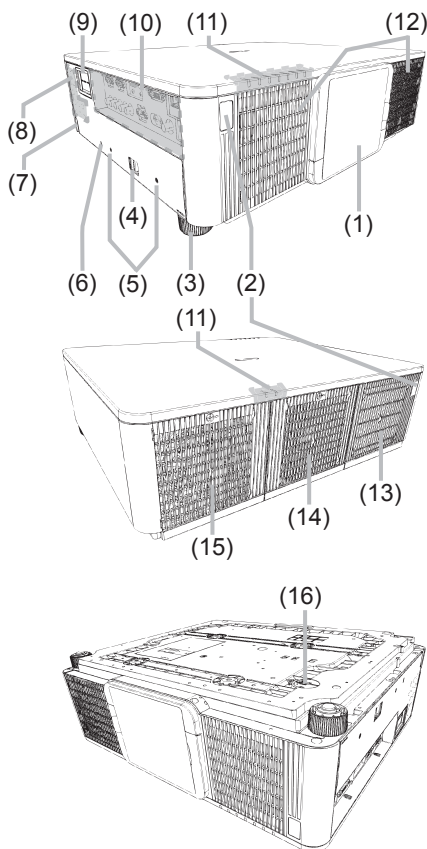
• The projector may make a rattling sound when tilted, moved or shaken, since a flap to control the air flow inside of the projector has moved. Be aware that this is not a failure or malfunction.

Part names

Projector

- (1) Dust protector
- (2) Remote sensors (📖19)
- (3) Elevator feet (x2) (📖29)
- (4) **AC** (AC inlet) (📖17)
- (5) Holes for Cable Tie (📖14)
- (6) Security slot (📖16)
- (7) Security bar (📖16)
- (8) Control panel (📖5)
- (9) Status Monitor (📖20)
- (10) Ports (📖5)
- (11) Indicators (📖5)
- (12) Intake vents (📖102)
- (13) Exhaust vents (📖102)
- (14) LAMP - 1 lamp cover (📖99)
- (15) LAMP - 2 lamp cover (📖99)
- (16) Battery cover

The internal clock battery is inside (📖104).



⚠ WARNING ► Do not open or remove any portion of the product, unless the manuals direct it.

► Do not subject the projector to unstable conditions.

► Do not apply a shock or pressure to this product. Remove all the attachments including the power cord and cables, from the projector when carrying the projector.

► Do not look into the lens and the openings on the projector while the lamp is on.

► Do not touch around the lamp cover and the exhaust vents during use or just after use, since it is too hot.

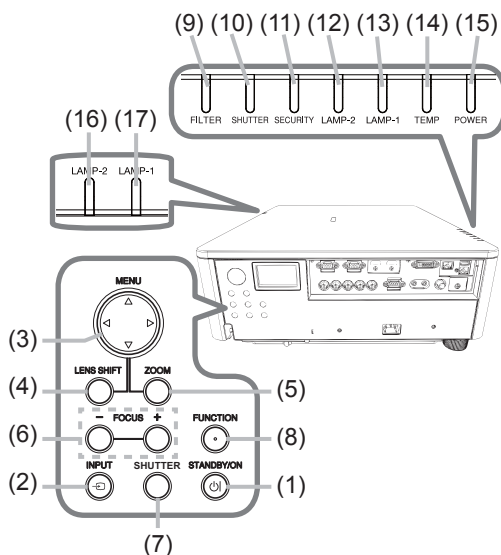


⚠ CAUTION ► Do not attach anything onto the lens, it could damage the lens, such as melting the lens.

Part names (continued)

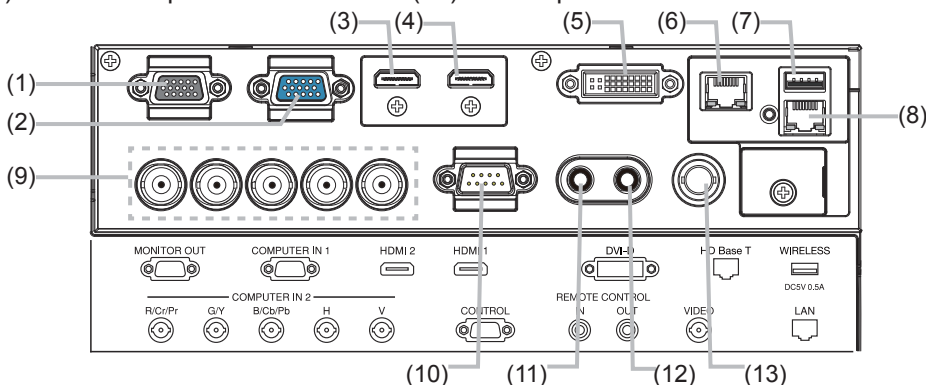
Control panel and Indicators

- (1) **STANDBY/ON** button (📖26)
- (2) **INPUT** button (📖27)
- (3) **MENU** button (📖48)
- (4) **LENS SHIFT** button (📖30)
- (5) **ZOOM** button (📖30)
- (6) **FOCUS - / +** buttons (📖30)
- (7) **SHUTTER** button (📖43)
- (8) **FUNCTION** button (📖30, 31)
- (9) **FILTER** indicator (📖110, 112)
- (10) **SHUTTER** indicator (📖111)
- (11) **SECURITY** indicator (📖111)
- (12) **LAMP-2** indicator (📖109)
- (13) **LAMP-1** indicator (📖109)
- (14) **TEMP** indicator (📖107 to 111)
- (15) **POWER** indicator (📖106 to 107)
- (16) **LAMP-2** indicator (📖109)
- (17) **LAMP-1** indicator (📖109)



Ports

- (1) **MONITOR OUT** port
- (2) **COMPUTER IN1** ports
- (3) **HDMI 2** port
- (4) **HDMI 1** port
- (5) **DVI-D** port
- (6) **HDBaseT™** port
- (7) **WIRELESS** port
- (8) **LAN**
- (9) **COMPUTER IN2** ports
(R/Cr/Pr, G/Y, B/Cb/Pb, H, V)
- (10) **CONTROL** port
- (11) **REMOTE CONTROL IN** port
- (12) **REMOTE CONTROL OUT** port
- (13) **VIDEO** port

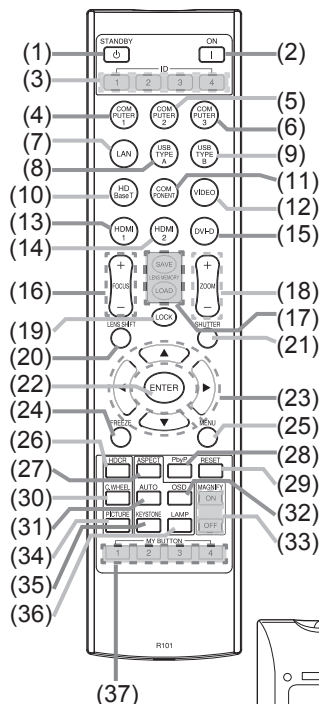


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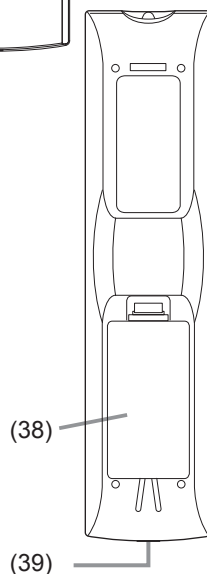
Part names (continued)

Remote control

- (1) **STANDBY** button (📖26)
- (2) **ON** button (📖26)
- (3) **ID - 1 / 2 / 3 / 4** buttons (📖18)
- (4) **COMPUTER 1** button (📖27)
- (5) **COMPUTER 2** button (📖27)
- (6) **COMPUTER 3** button *
- (7) **LAN** button (📖27)
- (8) **USB TYPE A** button *
- (9) **USB TYPE B** button *
- (10) **HDBaseT** button (📖27)
- (11) **COMPONENT** button *
- (12) **VIDEO** button (📖27)
- (13) **HDMI 1** button (📖27)
- (14) **HDMI 2** button (📖27)
- (15) **DVI-D** button (📖27)
- (16) **FOCUS + / -** buttons (📖30)
- (17) **LENS MEMORY SAVE / LOAD** button (📖31)
- (18) **ZOOM + / -** buttons (📖30)
- (19) **LOCK** button (📖32)
- (20) **LENS SHIFT** button (📖30)
- (21) **SHUTTER** button (📖43)
- (22) **ENTER** button (📖48)
- (23) **▲/▼/◀/▶** cursor buttons
- (24) **FREEZE** button (📖43)
- (25) **MENU** button (📖48)
- (26) **HDCR** button (📖33)
- (27) **ASPECT** button (📖28)
- (28) **PbyP** button (📖44)
- (29) **RESET** button (📖48)
- (30) **C.WHEEL** button (📖33)
- (31) **AUTO** button (📖32)
- (32) **OSD** button (📖33)
- (33) **MAGNIFY** buttons (📖42)
- (34) **PICTURE** button (📖33)
- (35) **KEystone** button (📖34)
- (36) **LAMP** button (📖33)
- (37) **MY BUTTON - 1, 2, 3, 4** buttons (📖83)
- (38) Battery cover (📖18)
- (39) Wired remote control port (📖14)

**NOTE**

- Any button marked with “*” is not supported on this projector (📖27).
- Each time you press any button (except ID buttons), the ID button of current selected ID number will light (📖18).

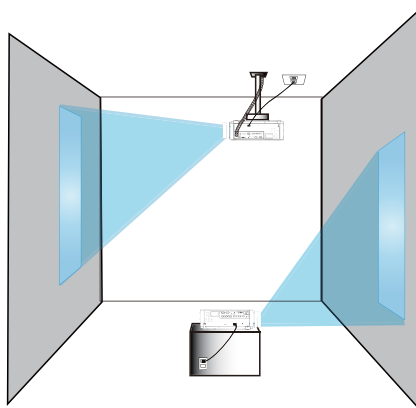


Back of the remote control

Setting up

Install the projector according to the environment and manner the projector will be used in.

For the case of installation in a special state such as ceiling mount, the specified mounting accessories ( **Specifications** in the **User's Manual (concise)**) and service may be required. Before installing the projector, consult your dealer about your installation.

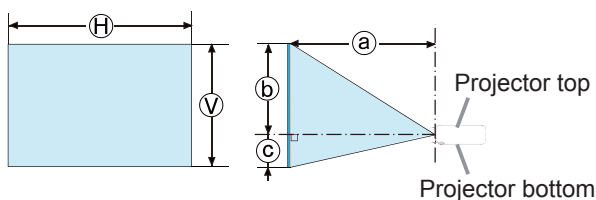


Installing the lens unit

See the manual of the optional lens.

Arrangement

Refer to tables **T-1** to **T-3** at the back of **User's Manual (concise)** as well as the following to determine the screen size and projection distance. The values shown in the table are calculated for a full size screen.



$H \times V$: Screen size

a : Projection distance
(from the front of the projector unit)

b, c : Screen height

(continued on next page)

Arrangement (continued)

⚠ WARNING ▶ Install the projector where you can access the power outlet easily. If an abnormality should occur, unplug the projector urgently. Otherwise it could cause a fire or electric shock.

▶ Do not subject the projector to unstable conditions. If the projector falls or topples over, it could result in injury or damage to the projector and the surrounding things. Using a damaged projector could result in a fire and an electric shock.

- Do not place the projector in unstable places, such as an inclined surface, places subject to vibration, on top of a wobbly table or cart, or a surface that is smaller than the projector.
- Do not put the projector on its side, front or rear position.
- Do not attach nor place anything on the projector unless otherwise specified in the manual.
- Do not use any mounting accessories except the accessories specified by the manufacturer. Read and keep the manuals of the accessories used.
- For special installation such as ceiling mounting, be sure to consult your dealer beforehand.
- It is possible to install the projector for any direction with specified mounting accessories. Consult with your dealer about such a special installation.
- DLP chip(s) is/are precision-made parts. In rare cases, pixels may be missing or lit, but this is not a malfunction.
- Direct high-power laser beam onto the lens surface can damage the DLP chip(s).
- The projector is equipped with precision-made parts, handle with care while moving. Remove all the attachments including the power cord and cables, from the projector when carrying the projector.

▶ Do not install the projector near thermally conductive or flammable things. Such things when heated by the projector could result in a fire and burns.

- Do not place the projector on a metal stand.

▶ Do not place the projector where any oils, such as cooking or machine oil, are used. Oil may harm the product, resulting in malfunction, or falling from the mounted position.

▶ Do not place the projector in a place where it may get wet. Getting the projector wet or inserting liquid into the projector could cause a fire and an electric shock, and damage the projector.

- Do not place the projector near water, such as in a bathroom, kitchen, or poolside.
- Do not place the projector outdoors or by the window.
- Do not place anything containing liquid near the projector.

(continued on next page)

Arrangement (continued)

⚠ CAUTION ▶ Place the projector in a cool place with sufficient ventilation. The projector may shutdown automatically or may malfunction if its internal temperature is too high.

Using a damaged projector could result in a fire and an electric shock.

- Do not place the projector in direct sunlight or near hot objects such as heaters.
- Do not place the projector where the air from an air conditioner or similar unit will blow on it directly.
- Keep a space of 50 cm or more between a side of the projector and other objects such as walls.
- Do not place the projector on carpet, cushions or bedding.
- Do not stop up, block nor cover the projector's vent holes. Do not place anything around the projector that could be sucked in or stuck to the projector's intake vents.
- Do not place the projector at places that are exposed to magnetic fields, doing so can cause the cooling fans inside the projector to malfunction.

▶ Avoid placing the projector in smoky, humid or dusty place. Placing the projector in such places could cause a fire, an electric shock and malfunction of the projector.

- Do not place the projector near humidifiers. Especially for an ultrasonic humidifier, chlorine and minerals contained in tap water are atomized and could be deposited in the projector causing image degradation or other problems.
- Do not place the projector in a smoking area, kitchen, passageway or by the window.

NOTICE • Position the projector to prevent light from directly hitting the projector's remote sensor.

- Do not place the product in a place where radio interference may be caused.
- Set the ALTITUDE of the SERVICE item in the OPTION menu correctly. It is recommended to leave it at AUTO usually (📖84). If the projector is used with a wrong setting, it may cause damage to the projector itself or the parts inside.
- Keep heat-sensitive things away from the projector. Otherwise, they may be damaged by the heat from the projector.

Connecting with your devices

Before connecting the projector to a device, consult the manual of the device to confirm that the device is suitable for connecting with this projector and prepare the required accessories, such as a cable in accord with the signal of the device. Consult your dealer when the required accessory did not come with the product or the accessory is damaged.

After making sure that the projector and the devices are turned off, perform the connection, according to the following instructions. Refer to the figures in subsequent pages.

Before connecting the projector to a network system, be sure to read **Network Guide** too.

⚠ WARNING ▶ Use only the appropriate accessories. Otherwise it could cause a fire or damage the projector and devices.

- Use only the accessories specified or recommended by the projector's manufacturer. It may be regulated under some standard.
- Neither disassemble nor modify the projector and the accessories.
- Do not use the damaged accessory. Be careful not to damage the accessories. Route a cable so that it is neither stepped on nor pinched out.

⚠ CAUTION ▶ For a cable with a core at only one end, connect the end with the core to the projector. That may be required by EMI regulations.

NOTE • Do not turn on or off the projector while connected to a device in operation, unless that is directed in the manual of the device. Otherwise it may cause malfunction in the device or projector.

- The function of some input ports can be selected according to your usage requirements. Check the reference page indicated beside each port in the following illustration.
- Be careful not to mistakenly connect a connector to a wrong port. Otherwise it may cause malfunction in the device or projector.
 - When connecting a connector to a port, make sure that the shape of the connector fits the port.
 - Tighten the screws to connect a connector equipped with screws to a port.
 - Use the cables with straight plugs, not L-shaped ones, as the input ports of the projector are recessed.

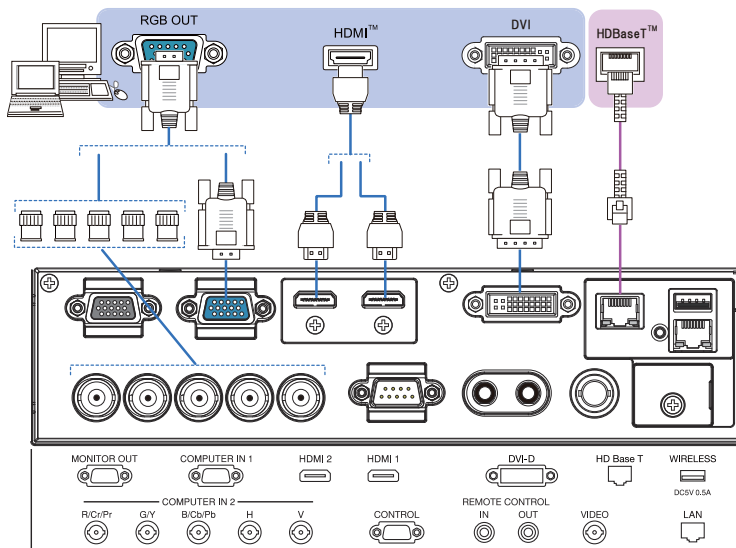
About Plug-and-Play capability

- Plug-and-Play is a system composed of a computer, its operating system and peripheral equipment (i.e. display devices). This projector is VESA DDC 2B compatible. Plug-and-Play can be used by connecting this projector to a computer that is VESA DDC (display data channel) compatible.
 - Take advantage of this feature by connecting a computer cable to the **COMPUTER IN1** port (DDC 2B compatible). Plug-and-Play may not work properly if any other type of connection is attempted.
 - Please use the standard drivers in your computer as this projector is a Plug-and-Play monitor.

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Connecting with your devices (continued)

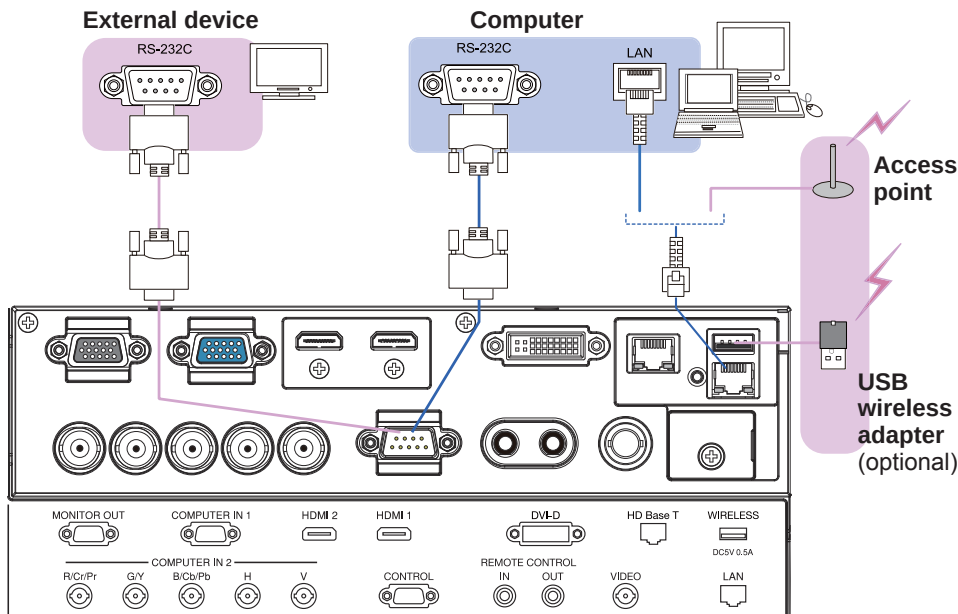
Computer



NOTE • Before connecting the projector to a computer, consult the computer's manual and check the compatibility of the signal level, the synchronization methods and the display resolution output to the projector.

- Some signal may need an adapter to input this projector.
- Some computers have multiple screen display modes that may include some signals which are not supported by this projector.
- Although the projector can display signals with a resolution up to UXGA (1600x1200) or up to W-UXGA (1920x1200) for **CP-WU9410**, the signal will be converted to the projector's panel resolution before being displayed. The best display performance will be achieved if the resolutions of the input signal and the projector panel are identical.
- If you connect this projector and a notebook computer, you need output the display to an external monitor, or output simultaneously to the internal display and an external monitor. Consult the computer's manual for the setting.
- Depending on the input signal, the automatic adjustment function of this projector may take some time and not function correctly.
- Note that a composite sync signal or sync-on-green signal may confuse the automatic adjustment function of this projector (p.32).
- If the automatic adjustment function does not work correctly, you may not see the dialog to set the display resolution. In such a case, use an external display device. You may be able to see the dialog and set an appropriate display resolution.

Connecting with your devices (continued)



⚠ WARNING ► Heat may build up in the USB wireless adapter, to avoid possible burns disconnect the projector power cord for 10 minutes before touching the adapter.

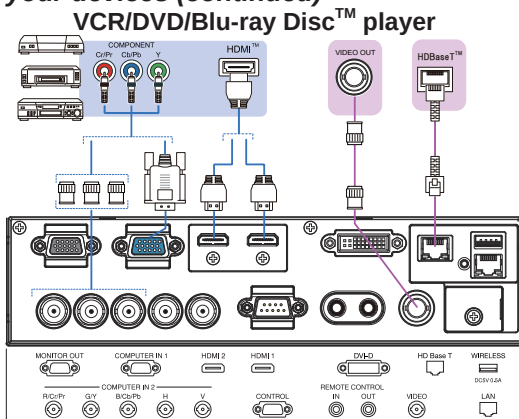
⚠ CAUTION ► Before connecting the projector to a network system be sure to obtain the consent of the administrator of the network.

► Do not connect the **LAN** port to any network that might have the excessive voltage.

► The designated USB wireless adapter that is sold as an option is required to use the wireless network function of this projector. Before connecting the USB wireless adapter, turn off the power of the projector and disconnect the power cord. Do not use any extension cable or device when connecting the adapter to the projector.

(continued on next page)

Connecting with your devices (continued)



About HDBaseT™ connection

- HDBaseT is a technology to transmit image, sound, ethernet or serial control signal via LAN cable.
- Please go to the following URL regarding the device of other company that supports HDBaseT and has been confirmed compatible with this projector.

<http://projector.hitachi-ce.co.jp/>

LAN or HDBaseT input port can be selected as ethernet signal input by switching in the menu.

- Use LAN cables of up to 100m long. Exceeding this length, the image and sounds will be deteriorated, and even experience malfunction on LAN transmission.

NOTE • The **HDMI** ports of this model are compatible with HDCP (High-bandwidth Digital Content Protection) and therefore capable of displaying video signals from HDCP compatible DVD players or the like.

- The **HDMI** ports support the following signals:

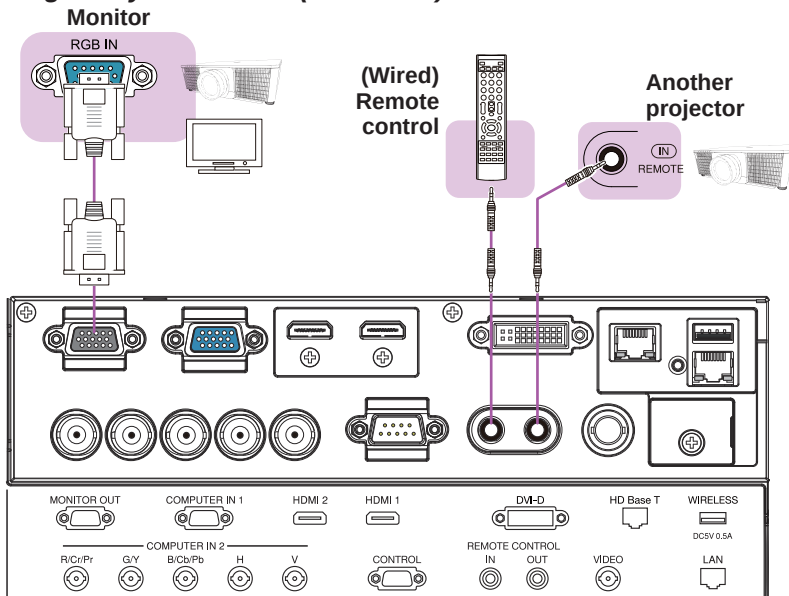
Video signal : 480i@60, 480p@60, 576i@50, 576p@50, 720p@50/60,
1080i@50/60, 1080p@50/60

PC signals : See User's Manual (detailed) Technical

- This projector can be connected with another equipment that has HDMI™ connector, but with some equipment the projector may not work properly, something like no video.
- Qualified cable is required for HDBaseT connection (see above).
- Be sure to use an HDMI™ cable that has the HDMI™ logo.
- Use a Category 2-certified HDMI™ cable to input 1080p@50/60 signal to the projector.
- The HDMI™ cables might come off easily due to the lack of a mechanical lock on the cables and connectors. It is recommended to fasten the cables to the projector to prevent the cables from coming off (see 14).

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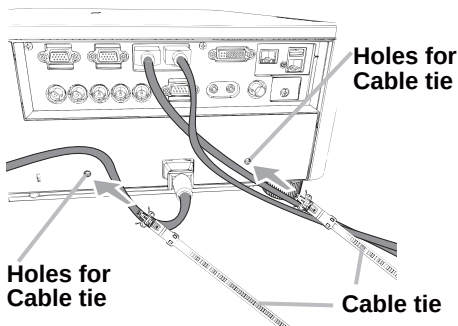
Connecting with your devices (continued)



NOTE • To use a wired remote control, connect a wired remote control to the **REMOTE CONTROL IN** port. You can also connect another projector to the **REMOTE CONTROL OUT** port to control it from the wired remote control. You can utilize this projector as a remote control-relay with the **REMOTE CONTROL IN** and **OUT** ports. To connect the wired remote control or another projector to the **REMOTE CONTROL IN** or **OUT** ports, use audio cables with 3.5 mm diameter stereo mini plugs. This function is useful when a wireless remote signal may not reliably reach the projector.

Fastening the cables

Use the supplied cable tie to fasten the cables.



⚠ CAUTION ► Use only a plastic tie to get together or fasten the cables. A metallic tie may cause damage to the cables and tie holder.
► Do not bind the cables too tightly. The cables or the hole might be damaged.

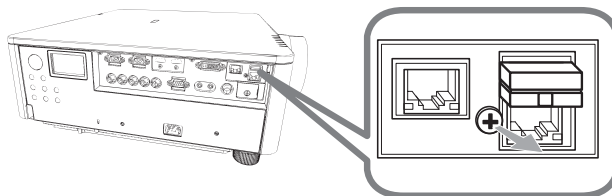
Fastening the adapter cover

When using the USB wireless adapter, use the supplied adapter cover to avoid possible burns.

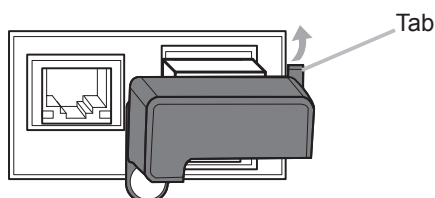
USB wireless adapter: USB-WL-11N

Temperature range: 0 ~ 45°C(operating)

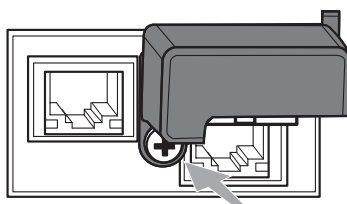
1. Loosen the screw (marked with triangle) on the bottom left of the **WIRELESS** port.



2. Insert the tab of the cover into the hole at the upper right of the **WIRELESS** port in the direction of the arrow.



3. Align the screw holes on the projector and the cover. Then insert the screw removed from the projector into the hole and tighten the screw.



△ WARNING ► Keep small parts away from children and pets. Take care not to put in the mouth.

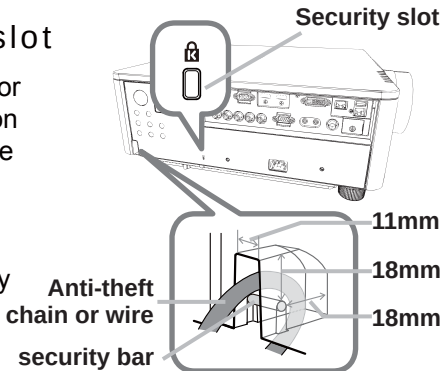
► Heat may build up in the USB wireless adapter, to avoid possible burns disconnect the projector power cord for 10 minutes before touching the adapter.

Using the security bar and slot

A commercially available anti-theft chain or wire can be attached to the security bar on the projector. Refer to the figure to choose an anti-theft chain or wire.

Also this product has the security slot for the Kensington lock.

For details, see the manual of the security tool.



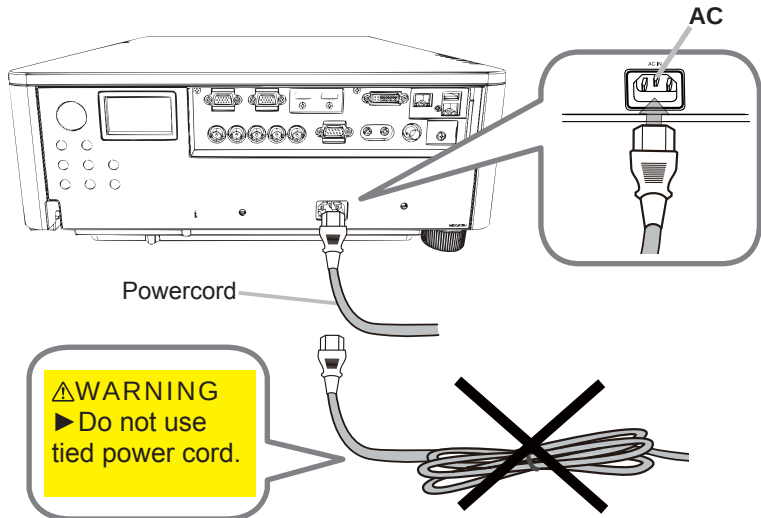
⚠ WARNING ► Do not use the security bars and slot to prevent the projector from falling down, since it is not designed for it.

⚠ CAUTION ► Do not place anti-theft chain or wire near the exhaust vents. It may become too hot.

NOTE • The security bar and slot is not comprehensive theft prevention measures. It is intended to be used as supplemental theft prevention measure.
• The safety bar can be used for the same purpose as the security bar.

Connecting to a power supply

1. Insert the connector of the power cord into the **AC** (AC inlet) of the projector.
2. Firmly plug the power cord's plug into the outlet. In a couple of seconds after the power supply connection, the **POWER** indicator will light up in steady orange.



Please remember that when the DIRECT POWER ON function activated (📖82), the connection of the power supply make the projector turn on.

⚠ WARNING ▶ Do not connect the projector to a power supply while no lens unit is attached to it.

▶ Please use extra caution when connecting the power cord, as incorrect or faulty connections may result in fire and/or electrical shock.

- Do not touch the power cord with a wet hand.
- Only use the power cord that came with the projector. If it is damaged, consult your dealer to get a new one. Never modify the power cord.
- Only plug the power cord into an outlet whose voltage is matched to the power cord. The power outlet should be close to the projector and easily accessible. Remove the power cord for complete separation.
- Do not distribute the power supply to multiple devices. Doing so may overload the outlet and connectors, loosen the connection, or result in fire, electric shock or other accidents.
- Connect the ground terminal for the AC inlet of this unit to the ground terminal of the building using an appropriate power cord (bundled).

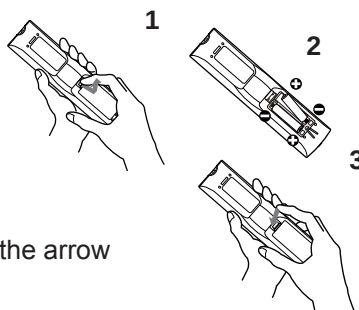
NOTICE • This product is also designed for IT power systems with a phase-to-phase voltage of 220 to 240 V.

Remote control

Installing the batteries

Please insert the batteries into the remote control before using it. If the remote control starts to malfunction, try to replace the batteries. If you will not use the remote control for long period, remove the batteries from the remote control and store them in a safe place.

1. Holding the hook part of the battery cover, remove it.
2. Align and insert the two AA batteries (**HITACHI MAXELL , Part No.LR6 or R6P**) according to their plus and minus terminals as indicated in the remote control.
3. Replace the battery cover in the direction of the arrow and snap it back into place.



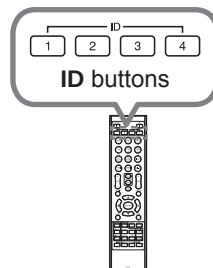
⚠ WARNING ▶ Always handle the batteries with care and use them only as directed. Improper use may result in battery explosion, cracking or leakage, which could result in fire, injury and/or pollution of the surrounding environment.

- Be sure to use only the batteries specified. Do not use batteries of different types at the same time. Do not mix a new battery with used one.
- Make sure the plus and minus terminals are correctly aligned when loading a battery.
- Keep a battery away from children and pets.
- Do not recharge, short circuit, solder or disassemble a battery.
- Do not place a battery in a fire or water. Keep batteries in a dark, cool and dry place.
- If you observe battery leakage, wipe out the leakage and then replace a battery. If the leakage adheres to your body or clothes, rinse well with water immediately.
- Obey the local laws on disposing the battery.

Using the REMOTE ID function

Utilize this function to control specific projectors by the remote control assigned the same ID number when you use multiple projectors of the same type at the same time.

Assign an ID number to each projector before using the REMOTE ID item in the SERVICE menu of the OPTION menu (86). Press the **ID** button with the same ID number as assigned to the projector you are going to control. The **ID** button selected will light for several seconds.



NOTE • Each time you press any button (except **ID** buttons), the **ID** button of current selected ID number will light.

- To confirm the projector's current ID, press any **ID** button for 3 seconds. Its number will be shown on each screen regardless of set ID of projector.

Changing the frequency of remote control signal

The accessory remote control has the two choices on signal frequency Mode 1:NORMAL and Mode 2:HIGH. If the remote control does not function properly, attempt to change the signal frequency.

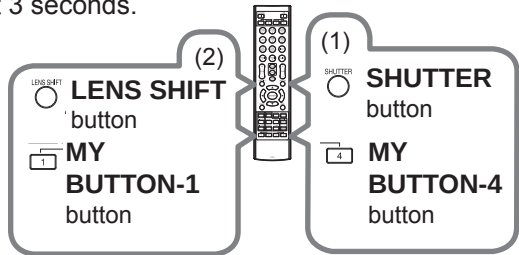
In order to set the Mode, please keep pressing the combination of two buttons listed below simultaneously for about 3 seconds.

(1) Set to Mode 1:NORMAL

SHUTTER and
MY BUTTON-4 buttons

(2) Set to Mode 2:HIGH

LENS SHIFT and
MY BUTTON-1 buttons



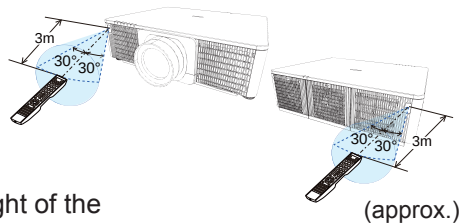
Please remember that the REMOTE FREQ. in the SERVICE item of the OPTION menu (86) of the projector to be controlled should be set to the same mode as the remote control.

About the remote control signal

The remote control works with the projector's remote sensor. This projector has two remote sensors on the front and back sides.

The sensors can sense signals within the following range:

60 degrees (30 degrees to the left and right of the sensor) within 3 meters about.



NOTE • You can deactivate one of the sensors using the REMOTE RECEIV. item in the SERVICE menu of the OPTION menu (86) .

• The remote control signal reflected in the screen or the like may be available. If it is difficult to send the signal to the sensor directly, attempt to make the signal reflect.

• The remote control uses infrared light to send signals to the projector (Class 1 LED), so be sure to use the remote control in an area free from obstacles that could block the remote control's signal to the projector.

• The remote control may not work correctly if strong light (such as direct sun light) or light from an extremely close range (such as from an inverter fluorescent lamp) shines on the remote sensor of the projector. Adjust the position of projector avoiding those lights.

• The projector cannot receive a remote signal from the connected equipments via HDBaseT™, while the projector is receiving a signal directly from the projector's remote sensor.

• The projector cannot receive a remote signal from the connected equipments via HDBaseT™, right after turning the power on.

Status Monitor

The Status Monitor is the sub LCD in the side panel that displays the information in the following.

- Current status of the projector. (📖23)
- Error log. (📖23)
- Lamp log. (📖24)
- Filter log. (📖25)
- Network information. (📖25)

You can execute the following operation in the Status Monitor.

- Lamp Time reset (📖24)

Displaying the condition of the projector

If no buttons are pressed, the Status Monitor displays the current status (Normal, Warning or Error) as below.

•Normal (example).(📖22)

```
COMPUTER IN 1
1600x1200@100
AC240V 35°C
```

•Warning (example).(📖23)

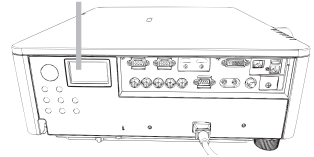
A I R

•Error (example).(📖23)

L A M P

NOTE • The Status Monitor displays nothing while the projector is in standby mode if the STANDBY MODE item of SETUP menu is set to SAVING (📖70).
 • When INSTALLATION in the SETUP menu is set to FRONT / CEILING or REAR / CEILING, the contents on the Status Monitor are displayed upside down (📖70).

Status Monitor



Switching the display

You can switch the display to see Error log , Lamp log , Filter log and Network information.

•When Normal or Warning is displayed:

1.Press one of the following buttons.

- 1) FUNCTION button on the control panel
- 2) ENTER button on the remote control for 3 sec.
- 3) MY BUTTON button on the remote control which assigned as STATUS MONITOR. (M83)

2. Backlight turns on, and you can switch the display by pressing the ▲/▼ or ◀/▶ buttons.

•When Error is displayed:

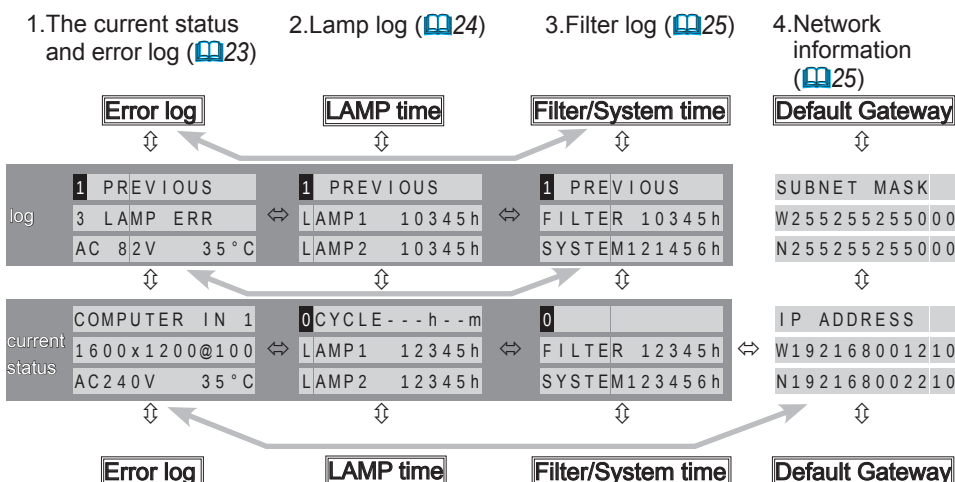
You can switch the display by pressing the ▲/▼ or ◀/▶ buttons.

NOTE • While the projector is warming up, buttons are not available.

• The Status Monitor and its backlight returns to the first state if the following occurs.

- Any button except cursor buttons is pressed.
- No button is pressed for about 30 seconds.

• The Status Monitor and the OSD menu cannot be operated at the same time.



○ In a normal state

The Status Monitor displays the state of the projector in three lines.

1st line: Displays the condition of the projector. While the lamp is on, the selected port is displayed.

Displayed conditions are as below;

STANDBY: The projector is in standby mode.

WARM UP: The projector is warming up.

SEARCHING: The projector is searching an input signal.

COOL DOWN: The projector is cooling down.

2nd line: Displays the condition of the detected input signal while the lamp is on. Otherwise, displays the serial number of the projector.

Displayed conditions are as below;

SYNC OUT: Detected input signal is out of specified range.

NO SIGNAL: There is no input signal.

CONNECTED: The projector has connected to the network or the computer and some image is transferred to the projector while the LAN is selected.

HOLD: The projector has connected to the network but no image is transferred while the LAN port is selected.

NOT CONNECTED: The projector is not connected to the network or the computer while the LAN port is selected.

3rd line: Displays supplied voltage and peripheral temperature in Celsius while the lamp is on.

NOTE • While the projector is searching an input signal in normal condition, nothing is displayed on the 2nd line of the monitor.

• Displayed temperature may be different from actual peripheral temperature because the displayed temperature is measured inside the projector.

The current status (Warnings and Errors)

The Status Monitor displays a warning or an error with larger letters. When it is displayed, refer to the table "Related messages" ([Troubleshooting](#)) or "Regarding the indicator lamps" ([106](#))

Warnings;

AIR (AIR FLOW): The internal temperature is rising.

Refer to the message "There is a possibility that the interior portion has become heated" in the table "Regarding the indicator lamps" ([106](#))

COLD: The inside of the projector is cooled excessively.

FILTR: It is time to clean the air filter.

SHUTR: Shutter Error

SHIFT: Lens Shift Error

LAMP1: Lamp 1 Warning

LAMP2: Lamp 2 Warning

HUMID: Humidity is too high.

C.WHL: Error of one of the two color wheels

IRIS: Active Iris Error

Refer to the table "Regarding the indicator lamps". ([106](#))

Errors;

COVER: The lamp cover has not been fixed properly.

FAN: The cooling fan is not operating.

LAMP: Error of both lamps.

TEMP: The inside of the projector is overheating.

OTHER: Errors other than the above

Refer to the table "Regarding the indicator lamps". ([106](#))

NOTE • The backlight blinks when an error is displayed.

Error log

Press the **▲** button to display previous error log when the current status is displayed with the backlight on. Up to 10 error logs can be displayed. The log contains the log number, occurred error, the supplied voltage and peripheral temperature at that time. Press the **►** button to display the usage time in the Lamp log ([24](#)) and the Filter log ([25](#)) when each error occurred.

NOTE • If no error or less than 10 errors have occurred, "NO DATA" is displayed in spite of occurred error in the error log.

Lamp log

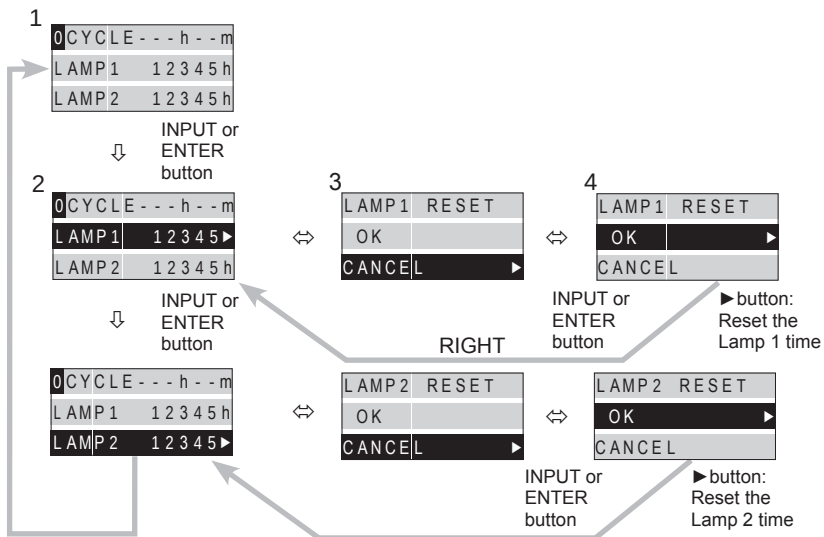
Displays the usage time of the lamp1 & 2, and executes Lamp Time Reset. You can display previous logs by pressing the ▲ button.

Usage time;

- Displays remaining cycle time and the lamp 1 & 2 usage time.

Lamp Time Reset;

- The lamp 1 & 2 usage time shall be reset when changing the lamp(s).
1. Display the Lamp log and press INPUT button on the control panel or ENTER button on the remote control.
 2. Select LAMP1 or LAMP2 by pressing INPUT or ENTER button, and press the ► button.
 3. Select OK by pressing INPUT, ENTER or the ▲ button in the LAMP RESET display
 4. Press the ► button to execute the Lamp Time reset.



NOTE • Lamp Time Reset can also be executed in the SETUP of the ADVANCED MENU(📖68).

Filter log

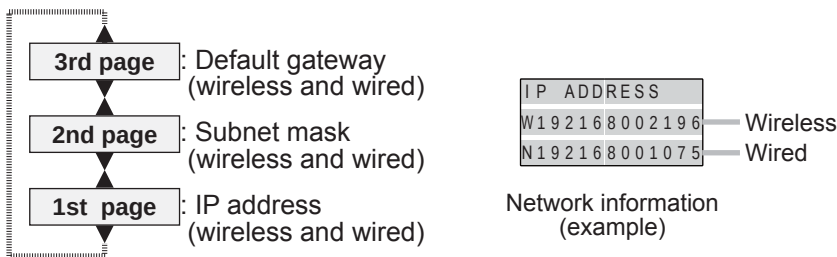
Displays the usage time of the filter and projector. You can display previous logs by pressing the ▲ button.

NOTE • The system usage time is the total lamp time from the projector is manufactured. It cannot be reset.

Network information

The network information is displayed on three pages. You can refer IP address, Subnet mask and Default gateway each for wireless and wired settings. Use the ▲/▼ buttons to switch the page.

Displayed information in each page is as below;

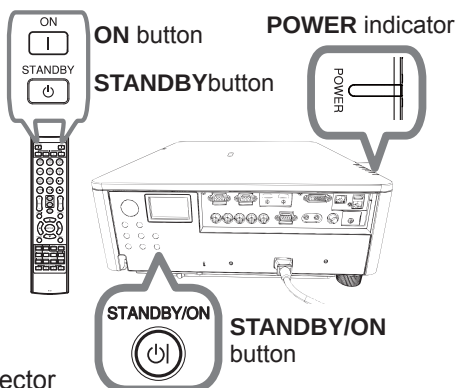


NOTE • Network information is available only by switching from the display of the Filter log with log number 0. Refer to the flow chart in “Switching the display”. (21)

Power on/off

Turning on the power

1. Make sure that the power cord is firmly and correctly connected to the projector and the outlet.
2. Make sure that the **POWER** indicator is lighted in steady orange (📖106).
3. Press **STANDBY/ON** button on the projector or the **ON** button on the remote control.
The projection lamp will light up and **POWER** indicator will begin blinking in green. When the power is completely on, the indicator will stop blinking and light in steady green (📖106).



To display the picture, select an input signal according to the section **Selecting an input signal** (📖27).

Turning off the power

1. Press the **STANDBY/ON** button on the projector or the **STANDBY** button on the remote control.
The message "Power off?" will appear on the screen for about 5 seconds.
2. Press the **STANDBY/ON** or **STANDBY** button again while the message appears.
The projector lamp will go off, and the **POWER** indicator will begin blinking in orange. Then the **POWER** indicator will stop blinking and light in steady orange when the lamp cooling is complete (📖106).

Do not turn the projector on for about 10 minutes or more after turning it off. Also, do not turn the projector off shortly after turning it on. Such operations might cause the lamp to malfunction or shorten the lifetime of some parts including the lamp.

⚠ WARNING ▶ A strong light is emitted when the projector's power is on. Do not look into the lens of the projector or look inside of the projector through any of the projector's openings.
▶ Do not touch around the lamp cover and the exhaust vents during use or just after use, since it is too hot.

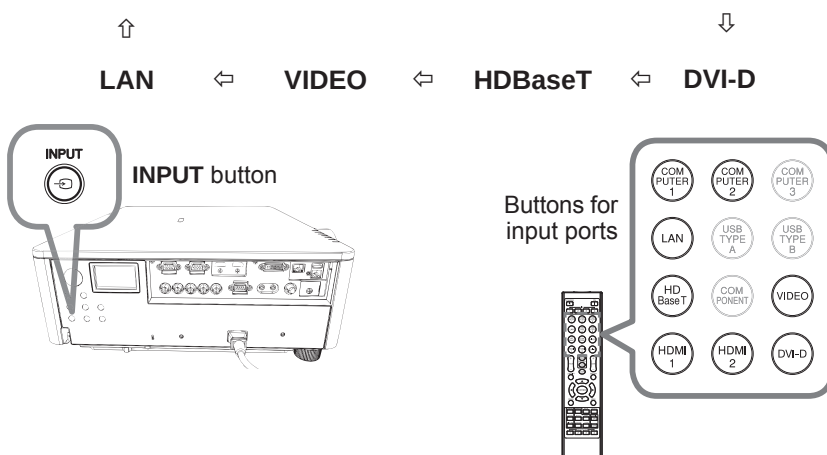
NOTE • Turn the power on/off in right order. Please power on the projector prior to the connected devices.
• This projector has the function that can make the projector automatically turn on/off. Please refer to the **DIRECT POWER ON** (📖82) and **AUTO POWER OFF** (📖82) items of the **OPTION** menu.

Operating

Selecting an input signal

1. Activate your signal source. Turn the signal source on, to send signal to the projector.
2. Press the **INPUT** button on the projector.
Each time you press the button, the projector switches its input port in turn.
You can also use the remote control to select an input signal.
Select from the buttons for input ports as the following.

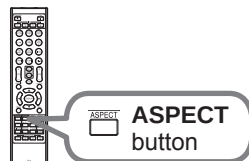
COMPUTER IN1 ⇨ **COMPUTER IN2** ⇨ **HDMI 1** ⇨ **HDMI 2**



NOTE • If you have set SKIP to some ports from SOURCE SKIP in the OPTION menu, the input from the ports cannot be selected (81).
• While ON is selected for AUTO SEARCH item in OPTION menu, the projector will keep checking the ports in above order repeatedly till an input signal is detected (81).

Selecting an aspect ratio

1. Press **ASPECT** button on the remote control.
Each time you press the button, the projector switches the mode for aspect ratio in turn.



○ For a computer signal

CP-X9110:

NORMAL → 4:3 → 16:9 → 16:10



CP-WX9210, CP-WU9410:

NORMAL → 4:3 → 16:9 → 16:10 → NATIVE



○ For an HDMI™ signal

CP-X9110:

NORMAL → 4:3 → 16:9 → 16:10 → 14:9



CP-WX9210, CP-WU9410:

NORMAL → 4:3 → 16:9 → 16:10 → 14:9 → NATIVE



○ For a video signal

CP-X9110:

4:3 → 16:9 → 14:9



CP-WX9210, CP-WU9410:

4:3 → 16:9 → 16:10 → 14:9 → NATIVE



○ For an input signal from the LAN, or if there is no signal

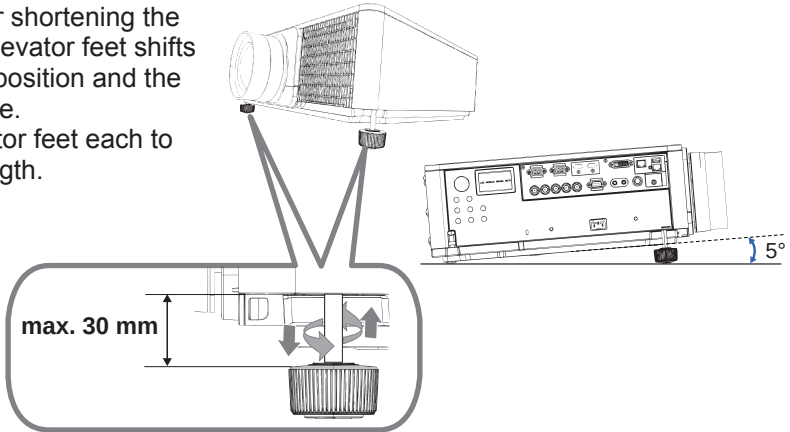
CP-X9110: 4:3 (fixed)

CP-WX9210, CP-WU9410: 16:10 (fixed)

NOTE • **ASPECT** button does not work when no proper signal is inputted.
• **NORMAL** mode keeps the original aspect ratio setting.

Adjusting the projector's elevator

Lengthening or shortening the length of the elevator feet shifts the projection position and the projection angle. Turn the elevator feet each to adjust their length.



⚠ WARNING ► Do not lengthen the elevator feet exceeding 30 mm. The foot lengthened exceeding the limit may come off and drop the projector down, and result in an injury or damaging the projector.

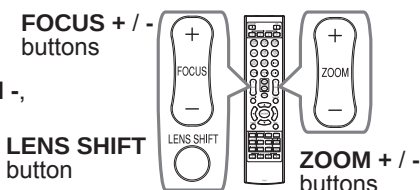
⚠ CAUTION ► Do not place the projector with an inclination exceeding 5 degrees. The projector leaned exceeding the limit could cause malfunction and shorten the life of the projector.

Adjusting the lens

Adjusting the zoom and focus

The ZOOM or FOCUS dialog will appear when you press any of the buttons from **ZOOM**, **ZOOM -**, **ZOOM +**, **FOCUS +** and **FOCUS -**.

1. Use the **ZOOM + / -** buttons to adjust the screen size.
2. Use the **FOCUS + / -** buttons to focus the picture.

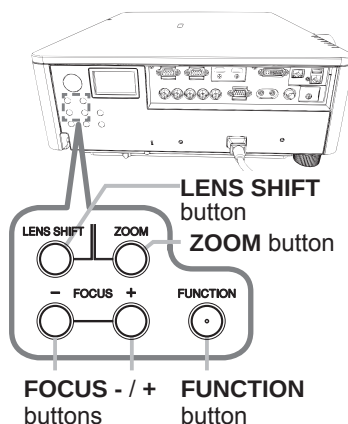


NOTE • The projector may ignore operation by other buttons while the lens is moving.

Adjusting the lens position

Press the **LENS SHIFT** button. The LENS SHIFT dialog will appear. Using the **▲/▼/◀/▶** buttons while the dialog is displayed shifts the lens. Generally, better image quality can be got when the lens is set to the center.

Press the **LENS SHIFT** button again to exit the LENS SHIFT function.



CENTERING

Press the **ENTER** or **INPUT** button while the dialog is displayed to execute the CENTERING feature, which adjusts the lens to the center. A message dialog is displayed for confirmation. Pressing the **▶** button performs CENTERING. You can also perform CENTERING in the standby mode by pressing the **FUNCTION** and **LENS SHIFT** buttons on the control panel for 3 seconds at the same time.



⚠ CAUTION ▶ Do not put your fingers or any other things around the lens. The moving lens could catch them in the space around the lens and result in an injury.

NOTE • While the lens is moving to the center, the menu will disappear and an hourglass icon will appear on the screen. CENTERING may take some time till the lens reaches the center.

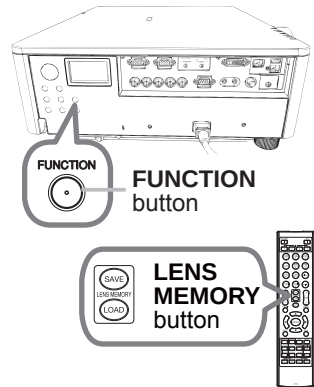
- The projector may ignore operation by buttons while moving the lens.
- The CENTERING feature while the projector is in the standby mode is disabled if the **STANDBY MODE** item of **SETUP** menu is set to **SAVING**. Perform CENTERING before the projector's power is turned off, or set the **STANDBY MODE** to **NORMAL**.
- The adjustable range of **LENS SHIFT** varies depending on the lens unit mounted on the projector to maintain picture quality. Therefore **LENS SHIFT** adjustment may not reach the end of the indicator in the dialog, and that is not a failure.

Adjusting the lens (continued)

Lens memory

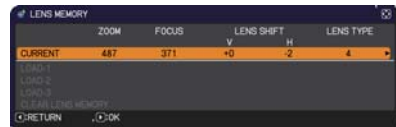
This projector is equipped with memory functions for the lens adjustments (ZOOM, FOCUS, LENS SHIFT and LENS TYPE). Up to 3 sets of adjustments can be stored.

To utilize the lens memory feature, press the LOAD or FUNCTION button while the LENS SHIFT dialog is displayed, or press **▲** button while the ZOOM or FOCUS dialog is displayed. Then the LENS MEMORY dialog will appear. The current lens adjustments are displayed on the "CURRENT" line. The adjustments already stored in the lens memory are displayed on the lines of SAVE and LOAD-1 to 3.



○ **SAVE:**

To utilize the save lens memory feature, press the **►** button while CURRENT is selected on LENS MEMORY dialog or press the SAVE button on the remote control. To store the current lens adjustments, select one of the "SAVE" options numbered 1 to 3 (number of the lens memory) and press the **►** or **ENTER** button, while LENS MEMORY OSD is displayed. Remember that the current data being stored of a memory will be lost by saving new data into the memory.



○ **LOAD:**

To recall stored adjustments, select one of the "LOAD" options numbered 1 to 3 (number of the lens memory) and press the **►** or **ENTER** button, while LENS MEMORY OSD is displayed.

Remember that the current adjusted condition will be lost by loading data. If you want to keep the current adjustment, please save it before performing a LOAD function.

○ **CLEAR LENS MEMORY:**

To clear the adjustment stored in a lens memory, select CLEAR LENS MEMORY and press the **►** or **ENTER** button, while LENS MEMORY OSD is displayed. Press the **►** button. A message dialog is displayed for confirmation. Press the **►** button again to clear all of the lens memory.

NOTE • The projector may ignore operation by buttons while moving the lens.

Adjusting the lens (continued)

Lens lock

Using the **LOCK** buttons turns on/off the lens lock feature. When ON is selected, the buttons (ZOOM, ZOOM + / -, FOCUS + / -, LENS SHIFT, LENS MEMORY) are locked.



Using the automatic adjustment feature

1. Press **AUTO** button on the remote control.
- Pressing this button performs the following.

- **For a computer signal**

The vertical position, the horizontal position and the horizontal phase will be automatically adjusted.

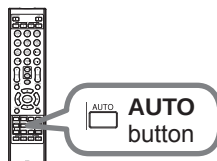
Make sure that the application window is set to its maximum size prior to attempting to use this feature. A dark picture may still be incorrectly adjusted. Use a bright picture when adjusting.

- **For a video signal**

The video format best suited for the respective input signal will be selected automatically. This function is available only when the AUTO is selected for the VIDEO FORMAT item in the INPUT menu (p.62). The vertical position and horizontal position will be automatically set to the default.

- **For a component video signal**

The vertical position and horizontal position will be automatically set to the default. The horizontal phase will be automatically adjusted.



NOTE • The automatic adjustment operation requires approx. 10 seconds. Also please note that it may not function correctly with some input.

- When this function is performed for a video signal, a certain extra such as a line may appear outside a picture.
- When this function is performed for a computer signal, a black frame may be displayed on the edge of the screen, depending on the computer model.
- The items adjusted by this function may vary when the FINE or DISABLE is selected for the AUTO ADJUST item of the SERVICE item in the OPTION menu (p.84).

Other buttons

HDCR: Displays the HDCR menu (56).

C.WHEEL: Displays the COOR WHEEL menu (56).

OSD: Displays the OSD MESSAGE menu (77), and it switches the function by pressing the button again.

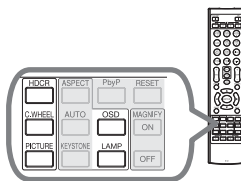
NORMAL ⇄ SILENT ⇄ INHIBIT



All message functions does not work by selecting INHIBIT.

• To change this function, follow the steps below.

1. Press the OSD button on the remote control for 3 sec.
2. The INHIBIT OSD will be displayed.
While this OSD is displayed, press the OSD button again on the remote control.
3. Toggle and change the function.



PICTURE: Switches the PICTURE MODE (51).

Standard ⇄ Natural ⇄ Cinema ⇄ Dynamic



USER-3



USER-2



USER-1 ⇄ DICOM SIM. ⇄ DAYTIME ⇄ WHITEBOARD



BOARD(BLACK)



BOARD(GREEN)



LAMP: Displays the LAMP & FILTER menu (67).

Geometry correction

The projector is equipped with the Geometry correction feature as below.

- KEYSTONE
- PERFECT FIT
- BLENDING
- WARPING
- Camera Feedback

For details, refer to the following pages.

NOTE • KEYSTONE, PERFECT FIT, EDGE BLENDING and WARPING functions are mutually exclusive.

- When entering ▼ in [RETURN] or ▲ [EXIT] of KEYSTONE MENU, PERFECT FIT MENU, EDGE BLENDING MENU or WARPING MENU, it switches automatically to KEYSTONE, PERFECT FIT / EDGE BLENDING / WARPING.
- MENU is not available and an hour-glass icon is displayed to take effect the settings.

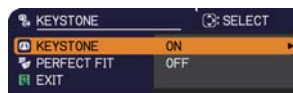
Correcting the distortion

To correct the distortion of projected screen, you can select from two options, KEYSTONE and PERFECT FIT. First press the **KEYSTONE** button to display the KEYSTONE menu, and select using the ▲/▼ buttons.

KEYSTONE: allows you to adjust the vertical and horizontal keystone.

PERFECT FIT: allows you to adjust each of the screen corners and sides to correct the distortion.

Then follow the procedure shown below for the item you selected.



NOTE • The menu or dialog will automatically disappear after several seconds of inactivity. Press the **KEYSTONE** button again, or point the cursor at EXIT in the dialog and press the ◀ or **ENTER** button to end the operation and close the menu or dialog.

Correcting the distortion (continued)

○ KEYSTONE:

When KEYSTONE is pointed at, pressing the ► or **ENTER** button displays the KEYSTONE dialog.



1. Select SETUP with the ▲/▼ buttons and press the ► or ENTER buttons.
2. Select the vertical or horizontal keystone (⏏ / ⏏) with the ▲/▼ buttons.
3. Use the ◀/▶ buttons to adjust the keystone distortion.

NOTE • When the zoom adjustment is set to the TELE (telephoto focus), this function may be excessive. This function should be used when the zoom adjustment is set to the full WIDE (wide-angle focus) whenever possible.
 • When the horizontal lens shift is not set to the center, this function may not work well.

○ PERFECT FIT:

When PERFECT FIT is pointed at, pressing the ► or **ENTER** button displays the PERFECT FIT dialog.

This projector is equipped with a test pattern for PERFECT FIT. Select PATTERN with the ▲/▼ buttons, then press the ◀/▶ buttons to switch on and off.



1. Select SETUP with the ▲/▼ buttons and press the ► or ENTER button.
2. Select one of the corners or sides to be adjusted with the ▲/▼/◀/▶ buttons and press the **ENTER** or **INPUT** button.

(continued on next page)

Correcting the distortion (continued)**3.** Adjust the selected part as below.

- For adjusting a corner, use the ▲/▼/◀/▶ buttons to adjust the position of the corner.
- For adjusting the upper or lower side, use the ▲/▼ buttons to adjust the distortion of the side.
- For adjusting the left or right side, use the ◀/▶ buttons to adjust the distortion of the side.
- To adjust another corner or side, press the **ENTER** or **INPUT** button and follow the procedure from step 2.

4. This projector is equipped with a memory feature for PERFECT FIT adjustment. Up to 3 sets of adjustments can be stored.• **SAVE1~3:**

To store the current PERFECT FIT adjustment, select one of the "SAVE" options numbered 1 to 3 (number of the memory) with the ▲/▼ buttons and press the ►, **ENTER** or **INPUT** button.

Remember that the current data being stored of a memory will be lost by saving new data into the memory.

• **LOAD1~3:**

To recall stored adjustments, select one of the "LOAD" options numbered 1 to 3 (number of the memory) with the ▲/▼ buttons and press the ►, **ENTER** or **INPUT** button.

Remember that the current adjusted condition will be lost by loading data. if you want to keep the current adjustment, please save it before performing a LOAD function.

NOTE • The LOAD functions whose linked memory has no data are skipped.
 • There may be some noise and the screen may flicker for a moment when loading data. This is not malfunction.

Using the EDGE BLENDING feature

NOTE • The cable connection for this feature is the same as the INSTANT STACK feature ([Instant Stack Guide](#)), but completely different function and concept. To use as an INSTANT STACK, the settings for this EDGE BLENDING feature should be turned OFF.

The difference between INSTANT STACK and EDGE BLENDING is;
 INSTANT STACK : To superimpose images projected from two projectors.

EDGE BLENDING : To superimpose a part of projected image from two projectors, then to one large image.

A part of projected image from two projectors can be superimposed to one large screen by EDGE BLENDING function([66](#)).

1. PATTERN

Select PATTERN with ▲/▼ buttons.

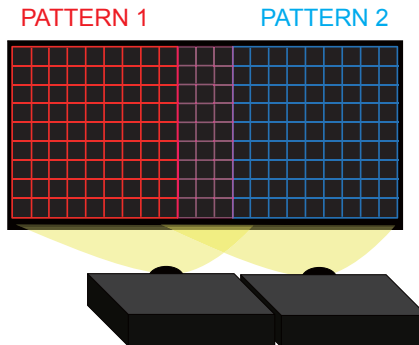
Displayed pattern [Off/1/2] can be switched with ◀/▶ buttons.

PATTERN 1: Red Grid OFF: Displays the input signal.

PATTERN 2: Blue Grid

Display different patterns for two projectors.

It is recommended to use PATTERN, for easy setup.



2. SETUP

2.1 Superimpose projected images from two projectors

Select SETUP with ▲/▼ buttons and press ►, ENTER or Input button.

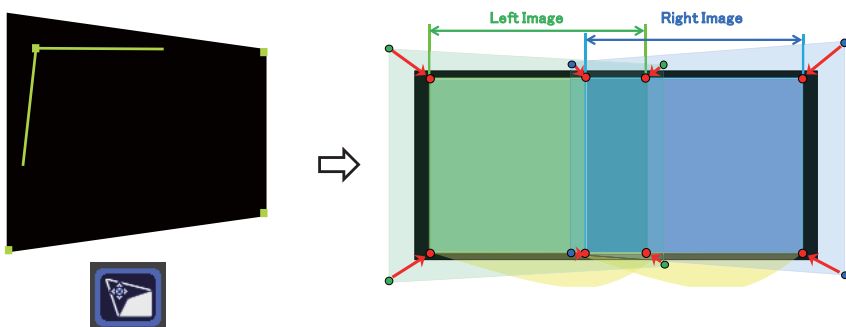
Select 4 Corner with ▲/▼/◀/▶ buttons and press ENTER or Input button.

Adjust 4 Corner with ▲/▼/◀/▶ buttons to superimpose projected images from two projectors.

Press ENTER or Input button again to adjust other corners.

Adjust them referring to the guide displayed during the adjustment.

* Adjust them so that two projected images can be superimposed with over 200 dots.



2.2 Specifying Blending Region

Select one of the four sides with ▲/▼/◀/▶ buttons and press ENTER or Input button. Blending Region can be specified for left and right sides with ◀/▶ buttons and for top and bottom sides with ▲/▼ buttons.

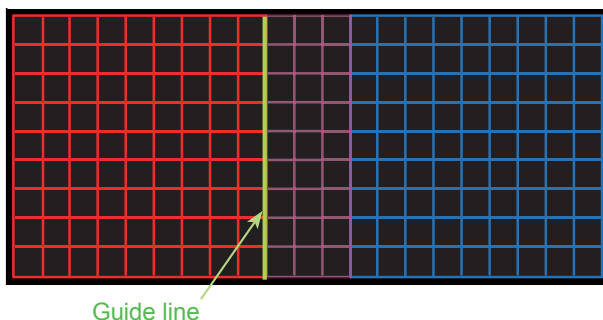
Specify Blending Region for each of two projectors.

Adjust them referring to the guide displayed during the adjustment of Blending Region.

* When one of the sides of Blending Region is other than [OFF], other sides of Blending Region cannot be adjusted.

* The minimum value of Blending Region is 200 dots.

* Blending Region of two projectors can be set at a time by just setting Blending Region of one projector. Refer to Instant Stack Guide for details.



3. Cropping

When inputting the same image to each of two projectors, Cropping function enables two projectors to cut out a part of input image and display one image on a large screen.

3.1 Displaying Cropping Menu

Select CROPPING with ▲/▼ buttons and press ►, ENTER or Input button to display Cropping Menu.

3.2 Setting Cropping

Select MODE with ▲/▼ buttons and select ON with ◀/▶ buttons.

Input image is automatically cut out according to the settings of Blending Region.



3.3 Adjusting Cropping Area

Adjust Cropping Area when cutting out a part of input image.

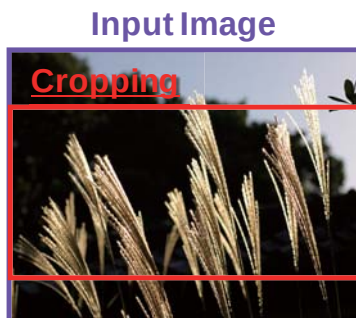
Select SETUP with ▲/▼ buttons and press ►, ENTER or Input button.

* MODE is set to [OFF] temporarily and the guide of Cropping Area is displayed.

Select [XY]/[WH] with ▲/▼ buttons and press ENTER or Input button.

Move the guide display with ▲/▼/◀/▶ buttons to select the region of the screen to be cut out.

Press ENTER or Input button and then press ◀ button to select SETUP, and MODE switches to ON automatically.

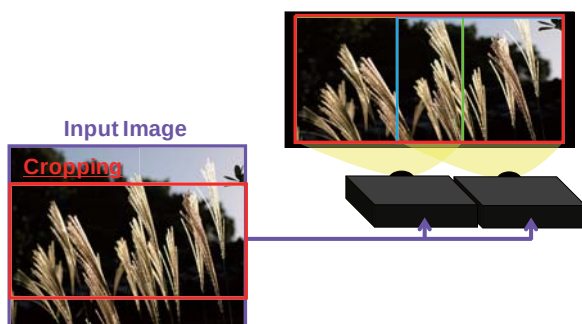


3. Cropping (continued)

3.4 Adjust Cropping Area of the other projector.

Set Cropping Area of the other projector with the same value as one projector. Input image is automatically cut out according to the settings of Blending Region.

- * When you want to keep input image from not being seen while setting up, set BLANK to ON.
- * Cropping Area of two projectors can be set at a time by just setting Cropping Area of one projector. Refer to Instant Stack Guide for details.



4. Selecting Blending Level

Select BLENDING LEVEL with ▲/▼ buttons.

[NORMAL/BRIGHT/DARK] can be selected with ◀/▶ buttons.

Adjust the brightness of Blending Region according to the settings.

Using the WARPING feature

Projection on a cube can be performed by WARPING function.

This function is operated by using dedicated PC tool, "Warping Tool".

PC and projector are required to be connected with LAN cable in order to use this function.

You can get the PC tool from the URL below.

<http://www.hitachi-america.us/digitalmedia/>

<http://www.hitachidigitalmedia.com/>

<http://www.hitachi-dm.cn/>

<http://www.hitachi.co.jp/proj/>

Refer to Application Manual for operations.



Using the Camera Feedback (BLENDING) feature

Camera Feedback (BLENDING) function enables projected image from multiple projectors to be superimposed and displayed as one large screen.

This function is operated by using dedicated PC tool, "Blending Tool".

PC and projector are required to be connected with LAN cable in order to use this function.

You can get the PC tool from the URL below.

<http://www.hitachi-america.us/digitalmedia/>

<http://www.hitachidigitalmedia.com/>

<http://www.hitachi-dm.cn/>

<http://www.hitachi.co.jp/proj/>

Refer to Application Manual for operations.

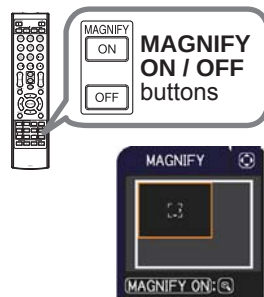


When operating this function, the following functions cannot be selected and adjusted.

KEYSTONE, PERFECT FIT,
BLENDING, WARPING

Using the magnify feature

1. Press the **MAGNIFY ON** button on the remote control.
The picture will be magnified, and the MAGNIFY dialog will appear on the screen. When the **MAGNIFY ON** button is pressed for the first time after the projector is turned on, the picture will be zoomed by 1.5 times. On the dialog, triangle marks to show each direction will be displayed.
2. The display magnification of the projector switches in order with every press of the **MAGNIFY ON** button.
 - For computer signals, HDMI™ (RGB) signals, input signals from the LAN ports
1.5 times → 2 times → 3 times → 4 times → 1 time
 - For video signals, component video signals or HDMI™ (Component) signals
1.5 times → 2 times → 1 time
3. While the triangles are displayed on the dialog, use the ▲/▼/◀/▶ cursor buttons to shift the magnifying area.
4. Press the **MAGNIFY OFF** button on the remote control to exit magnification.



NOTE

- The MAGNIFY dialog will automatically disappear in several seconds with no operation. The dialog will appear again if the **MAGNIFY ON** button is pressed when the dialog has automatically disappeared.
- The magnification is automatically disabled when the displaying signal or its display condition is changed.
- While the magnification is active, the keystone distortion condition may vary. It will be restored when the magnification is disabled.
- Some horizontal stripes might be visible on the image while magnification is active.
- This function is not available in the following cases:
 - A sync signal in the range not supported is input.
 - There is no input signal.

Temporarily freezing the screen

1. Press the **FREEZE** button on the remote control.
 The “FREEZE” indication will appear on the screen (however, the indication will not appear when the OFF is selected for the MESSAGE item in the SCREEN menu (87)), and the projector will go into the FREEZE mode, which the picture is frozen.
 To exit the FREEZE mode and restore the screen to normal, press the **FREEZE** button again.

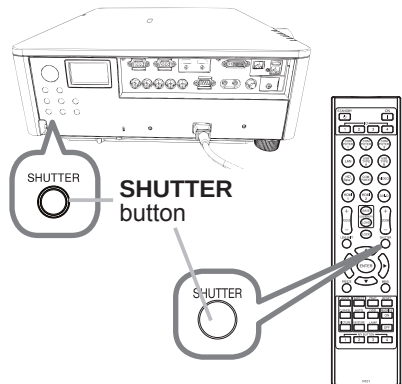
 **FREEZE**
button



NOTE • The projector automatically exits from the FREEZE mode when some control buttons are pressed.
 • Images might appear degraded when this function is operated, but it is not a malfunction.

Temporarily shading the screen

1. Press the **SHUTTER** button on the control panel, or on the remote control.
 The mechanical lens shade closes and the screen turns to black. The **SHUTTER** indicator on the projector blinks in yellow while the shade is closed.
 To open the shade and restore the screen, press the **SHUTTER** button again.

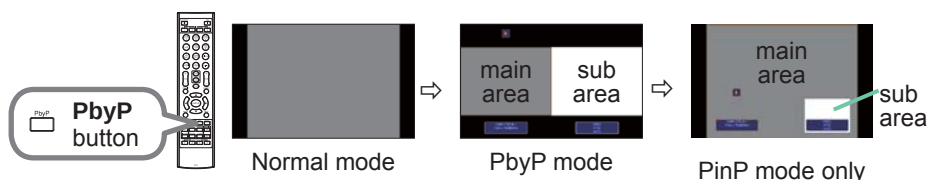


△CAUTION ► If you wish to have a blank screen while the projector's lamp is on, use the lens **SHUTTER** function. Taking any other action may cause the damage on the projector.

NOTE • The projector will turn off automatically when the time set up by the SHUTTER TIMER passes (82).
 • When turning off the power by the normal procedure, the lens shade opens automatically. If AC power supply is disconnected while opening or closing the lens shade, the moving of the lens shade stops. However, the next time the projector is turned on, the lens shade opens again automatically.

PbyP (Picture by Picture) / PinP (Picture in Picture)

The PbyP / PinP is a function for displaying two different picture signals on a screen that is separated into main and sub areas for each signal.



Press the **PbyP** button on the remote control. This activates the PbyP mode. Then, press the **PbyP** button again. The projector goes into PinP mode. The screen displayed before the **PbyP** button was pressed will be displayed as the main area. Most of operations are effective for the main area only. To quit the PinP mode, press the **PbyP** button again.

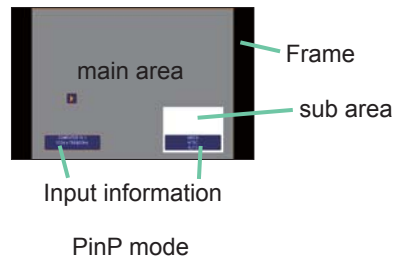
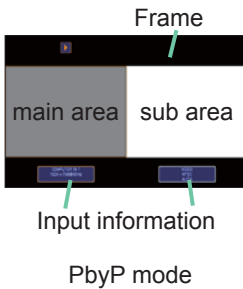
- NOTE**
- If the **LAN** port is selected when the **PbyP** button is pressed, input from other port is displayed on the main area.
 - When in the PbyP / PinP mode, use the **MENU** button on the remote control or **▲/▼** buttons on the control panel to display the OSD menu.
 - There are certain functions that cannot be used when in the PbyP / PinP mode.
 - A message will be displayed when buttons that cannot be used are pressed (📖6). However, note that there are certain unusable buttons for which messages are not displayed.
 - The functions on the OSD menu that cannot be used are displayed in gray and cannot be selected.

(continued on next page)

PbyP (Picture by Picture) / PinP (Picture in Picture) (continued)

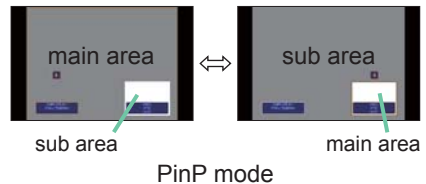
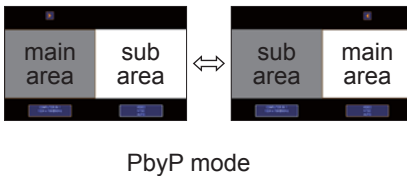
○ Setting information

The setting information will be appeared for several seconds when the PbyP / PinP function is started. Displays the input information for each area. A yellow frame around the main area will be displayed. The information can be redisplayed with the ◀/▶ buttons after it has been erased.



○ Changing the main area

The position of the main area can be toggled with the ◀/▶ buttons when the setting information is displayed on the screen. The yellow frame will move together with it.



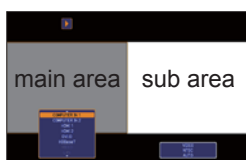
(continued on next page)

PbyP (Picture by Picture) / PinP (Picture in Picture) (continued)**○ Changing the picture input signal**

Press any button to select an input port on the remote control or press the **INPUT** button on the control panel. A dialog box to select the input signal for the main area will be displayed. Choose a signal using the ▲/▼ buttons. To change the signal in the sub area, switch temporarily across to the main area with the ◀/▶ buttons.

Displaying the same signal on the both areas is not allowed. Refer to the table for details on available input signal combinations. Any combinations marked with "X" can not be selected.

Sub area Main area	COMPUTER IN1	COMPUTER IN2	HDMI 1	HDMI 2	DVI-D	HDBaseT	VIDEO	LAN
COMPUTER IN1		O	O	O	O	O	O	X
COMPUTER IN2	O		O	O	O	O	O	X
HDMI 1	O	O		O	X	X	O	X
HDMI 2	O	O	O		O	O	O	X
DVI-D	O	O	X	O		X	O	X
HDBaseT	O	O	X	O	X		O	X
VIDEO	O	O	O	O	O	O		X
LAN	X	X	X	X	X	X	X	



Input signal

PbyP mode



Input signal

sub area

PinP mode

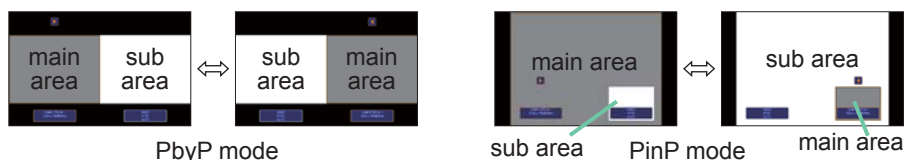
NOTE • The combined input signals marked with an "O" can be selected and displayed in the PbyP / PinP mode even when the port is set to SKIP with the SOURCE SKIP on the OPTION menu (81).

(continued on next page)

PbyP (Picture by Picture) / PinP (Picture in Picture) (continued)

○ PbyP / PinP SWAP function

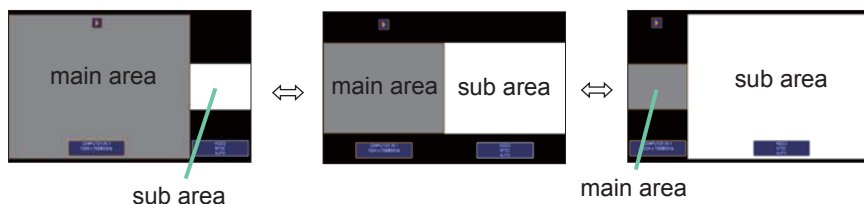
Press the **MY BUTTON** assigned the PbyP / PinP SWAP (83). The position of the both area is exchanged without any setting change.



NOTE • For some signals, it may not be displayed correctly in the PbyP / PinP mode, even if it can be displayed properly in the normal mode.

○ Changing the size of main area in PbyP mode

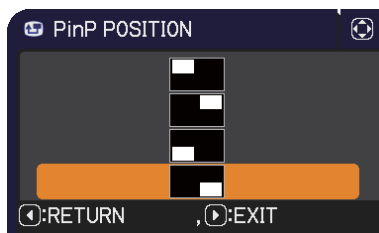
Using ▲/▼ buttons on the remote control changes the size of main area in PbyP mode.



○ Changing the position of sub area in PinP mode

Press the PbyP button on the remote control or follow the procedure below.

EASY MENU > ADVANCED MENU
> INPUT > PbyP/PinP SETUP
> PinP POSITION



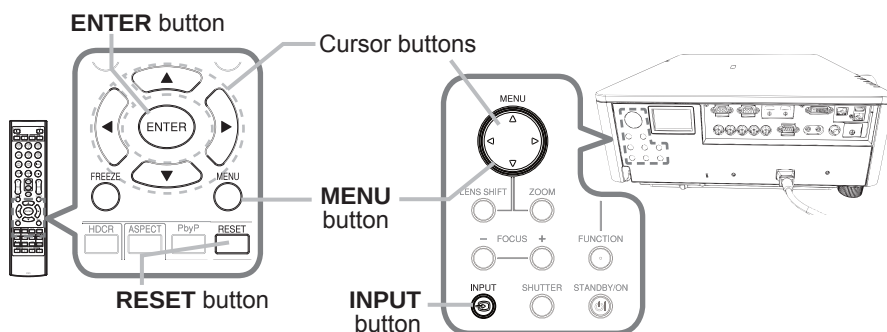
Using the menu function

This projector has the following menus:

PICTURE, IMAGE, INPUT, SETUP, SCREEN, OPTION, NETWORK, SECURITY and EASY MENU.

EASY MENU consists of functions often used, and the other menus are classified into each purpose and brought together as the ADVANCED MENU.

Each of these menus is operated using the same methods. While the projector is displaying any menu, the **MENU** button on the projector works as the cursor buttons. The basic operations of these menus are as follows.



1. To start the MENU, press the **MENU** button. The MENU you last used (EASY or ADVANCED) will appear. EASY MENU has priority to appear just after powered on.

2. In the EASY MENU

- (1) Use the **▲/▼** cursor buttons to select an item to operate. If you want to change it to the ADVANCED MENU, select the ADVANCED MENU.
- (2) Use the **◀/▶** cursor buttons to operate the item.



In the ADVANCED MENU

- (1) Use the **▲/▼** cursor buttons to select a menu. If you want to change it to the EASY MENU, select the EASY MENU. The items in the menu appear on the right side.
- (2) Press the **▶** cursor button or **ENTER** button to move the cursor to the right side. Then use the **▲/▼** cursor buttons to select an item to operate and press the **▶** cursor button or **ENTER** button to progress. The operation menu or dialog of the selected item will appear.
- (3) Use the buttons as instructed in the OSD to operate the item.



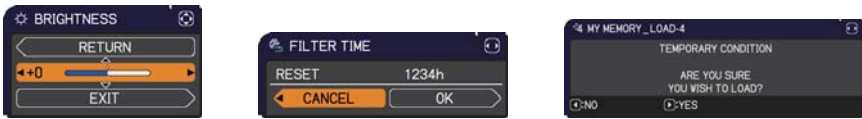
(continued on next page)

Using the menu function (continued)

3. To close the MENU, press the **MENU** button again or select EXIT and press the ◀ cursor button or **ENTER** button. Even if you do not do anything, the dialog will automatically disappear after about 30 seconds.

NOTE • The functions on the OSD menu that cannot be used are displayed in gray and cannot be selected

Indication in OSD (On Screen Display)



The meanings of the general words on the OSD are as follows.

Indication	Meaning
EXIT	Selecting this word finishes the OSD menu. It's the same as pressing the MENU button.
RETURN	Selecting this word returns the menu to the previous menu.
CANCEL or NO	Selecting this word cancels the operation in the present menu and returns to the previous menu.
OK or YES	Selecting this word executes the prepared function or shifts the menu to the next menu.

Using the menu function (continued)

Containing items of each menu

The items contained in the menus are as below;

Menu	Items
EASY MENU (📖51)	ASPECT, KEYSTONE, PERFECT FIT, PICTURE MODE, ECO MODE, INSTALLATION, RESET, FILTER TIME, LANGUAGE, ADVANCED MENU, EXIT
PICTURE (📖53)	BRIGHTNESS, CONTRAST, COLOR, TINT, SHARPNESS, PICTURE QUALITY, HDCR, COLOR WHEEL, ACTIVE IRIS, MY MEMORY
IMAGE (📖58)	ASPECT, OVER SCAN, V POSITION, H POSITION, H PHASE, H SIZE, AUTO ADJUST EXECUTE
INPUT (📖61)	PROGRESSIVE, VIDEO NR, COLOR SPACE, VIDEO FORMAT, DIGITAL FORMAT, DIGITAL RANGE, COMPUTER IN, FRAME LOCK, RESOLUTION, PbyP/PinP SETUP
SETUP (📖66)	KEYSTONE, PERFECTFIT, EDGE BLENDING, WARPING, LAMP & FILTER, INSTALLATION, STANDBY MODE, MONITOR OUT, SCHEDULE
SCREEN (📖74)	LANGUAGE, MENU POSITION, BLANK, AUTO BLANK, START UP, MyScreen, MyScreen Lock, OSD MESSAGE, SOURCE NAME, TEMPLATE, C. C.
OPTION (📖81)	SOURCE SKIP, AUTO SEARCH, DIRECT POWER ON, AUTO POWER OFF, SHUTTER TIMER, MY BUTTON, SERVICE
NETWORK (📖92)	PROJECTOR NAME, WIRELESS SETUP, WIRED SETUP, NETWORK INFORMATION, SNTP SETUP, MY IMAGE, AMX D. D., PRESENTATION, WIRED NETWORK
SECURITY (📖93)	SECURITY PASSWORD CHANGE, MyScreen PASSWORD, PIN LOCK, MY TEXT PASSWORD, MY TEXT DISPLAY, MY TEXT WRITING, SECURITY INDICATOR, STACK LOCK

EASY MENU

From the EASY MENU, items shown in the table below can be performed.

Select an item using the ▲/▼ cursor buttons. Then perform it according to the following table.



Item	Description
ASPECT	Using the ◀/▶ buttons switches the mode for aspect ratio. See the ASPECT item in IMAGE menu (📖58).
KEYSTONE	Using the ▶ cursor button to start the settings. For details, see KEYSTONE in Correcting the distortion (📖34).
PERFECT FIT	Pressing the ▶ button displays the PERFECT FIT dialog. For details, see PERFECT FIT in Correcting the distortion (📖34).
PICTURE MODE	Using the ◀/▶ buttons switches the picture mode. The picture modes are combinations of GAMMA, COLOR TEMP and ACCENTUALIZER settings. Choose a suitable mode according to the projected source. Standard ⇄ Natural ⇄ Cinema ⇄ Dynamic ⇅ USER-3 BOARD(BLACK) ⇅ USER-2 BOARD(GREEN) ⇅ USER-1 ⇄ DICOM SIM. ⇄ DAYTIME ⇄ WHITEBOARD For more details of USER-1, -2 and -3, refer to PICTURE QUALITY. (continued on next page)

(continued on next page)

Item	Description
PICTURE MODE (continued)	• Lines or other noise might appear on the screen when this function is operated, but it is not a malfunction. • DICOM SIM. is the projector's DICOM® ("Digital Imaging and Communication in Medicine") simulation mode. This mode simulates the DICOM standard, which is a standard applicable to digital communications in medicine, and can be useful for displaying medical images, such as X-rays photos. This projector is not a medical device and is not compliant to the DICOM standard, and neither the projector nor the DICOM SIM. mode should be used for medical diagnosis.
ECO MODE	Using the ◀/▶ buttons turns off/on the Eco mode. See the ECO MODE item in SETUP, then LAMP & FILTER menu (📖67).
INSTALLATION	Pressing the ▶ button displays the INSTALLATION dialog. See the INSTALLATION item in SETUP menu (📖70).
RESET	Performing this item resets all of the EASY MENU items except the FILTER TIME and LANGUAGE. A dialog is displayed for confirmation. Selecting the OK using the ▶ button performs resetting.
FILTER TIME	The usage time of the air filter is shown in the menu. Performing this item resets the filter time which counts usage time of the air filter. A dialog is displayed for confirmation. Selecting the OK using the ▶ button performs resetting. See the FILTER TIME item in SETUP, then LAMP & FILTER menu (📖69).
LANGUAGE	Using the ◀/▶ buttons changes the display language. See the LANGUAGE item in SCREEN menu (📖74).
ADVANCED MENU	Press the ▶ or ENTER button to use the menu of PICTURE, IMAGE, INPUT, SETUP, SCREEN, OPTION, NETWORK or SECURITY.
EXIT	Press the ◀ or ENTER button to finish the OSD menu.

PICTURE menu

From the PICTURE menu, items shown in the table below can be performed.

Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or **ENTER** button to execute the item. Then perform it according to the following table.



Item	Description
BRIGHTNESS	Using the ◀/▶ buttons adjusts the brightness. Dark ⇄ Light
CONTRAST	Using the ◀/▶ buttons adjusts the contrast. Weak ⇄ Strong
COLOR	Using the ◀/▶ buttons adjusts the strength of whole color. Weak ⇄ Strong • This item can be selected only for a video, and component video signal. • For an HDMI™, HDBaseT™ and DVI-D signal, this item can also be selected if either (1) or (2) applies. (1) DIGITAL FORMAT item in the INPUT menu for selected port is set to VIDEO. (2) DIGITAL FORMAT item in the INPUT menu for selected port is set to AUTO, and the projector recognizes that it receives video signals.
TINT	Using the ◀/▶ buttons adjusts the tint. Reddish ⇄ Greenish • This item can be selected only for a video, and component video signal. • For an HDMI™, HDBaseT™ and DVI-D signal, this item can also be selected if either (1) or (2) applies. (1) DIGITAL FORMAT item in the INPUT menu for selected port is set to VIDEO. (2) DIGITAL FORMAT item in the INPUT menu for selected port is set to AUTO, and the projector recognizes that it receives video signals.
SHARPNESS	Using the ◀/▶ buttons adjusts the sharpness. Weak ⇄ Strong • There may be some noise and/or the screen may flicker for a moment when an adjustment is made. This is not a malfunction.

(continued on next page)

Item	Description
PICTURE QUALITY	Selecting this item displays the PICTURE QUALITY menu. Select an item using the ▲/▼ buttons, and press the ► button or the ENTER button on the remote control to execute the item. 
	PICTURE MODE Standard ⇄ Natural ⇄ Cinema ⇄ Dynamic ⇅ USER-3 BOARD(BLACK) ⇅ USER-2 BOARD(GREEN) ⇅ USER-1 ⇄ DICOM SIM. ⇄ DAYTIME ⇄ WHITEBOARD After selecting USER-1 / USER-2 / USER-3, the following features are adjustable. Gamma, Color Temp, ACCENTUALIZER
	GAMMA This feature is only available when USER-1 / USER-2 / USER-3 is selected. Using the ▲/▼ buttons switches the gamma mode. DEFAULT-1 ⇄ CUSTOM-1 ⇄ DEFAULT-2 ⇄ CUSTOM-2 ⇅ CUSTOM-8 DEFAULT-3 ⇅ DEFAULT-8 CUSTOM-3 ⇅ CUSTOM-7 DEFAULT-4 ⇅ DEFAULT-7 CUSTOM-4 ⇅ CUSTOM-6 ⇄ DEFAULT-6 ⇄ CUSTOM-5 ⇄ DEFAULT-5

(continued on next page)

Item	Description
PICTURE QUALITY	GAMMA (continued) Selecting a mode whose name includes CUSTOM and then pressing the ► button or the ENTER button displays a dialog to aid you in adjusting the mode. This function is useful when you want to change the brightness of particular tones. Choose an item using the ◀/▶ buttons, and adjust the level using the ▲/▼ buttons. You can display a test pattern for checking the effect of your adjustment by pressing the ENTER button. Each time you press the ENTER button, the pattern changes as below. No pattern ⇔ Gray scale of 9 steps   Ramp ⇔ Gray scale of 15 steps The eight equalizing bars correspond to eight tone levels of the test pattern (Gray scale of 9 steps) except the darkest in the left end. If you want to adjust the 2nd tone from left end on the test pattern, use the equalizing adjustment bar "1". The darkest tone at the left end of the test pattern cannot be controlled with any of equalizing adjustment bar. • Lines or other noise might appear on the screen when this function is operated, but it is not a malfunction..
	COLOR TEMP This feature is only available when USER-1 / USER-2 / USER-3 is selected. Using the ▲/▼ buttons switches the color temperature mode. HIGH⇔ CUSTOM ⇔ MID-1 ⇔ CUSTOM⇔ MID-2 ⇔ CUSTOM⇔ LOW ⇕ -1 -2 -3 ⇕ CUSTOM-7 CUSTOM-4 ⇕ ⇕ HIGH-BRIGHT-3 ⇔ CUSTOM-6 ⇔ HIGH-BRIGHT-2 ⇔ CUSTOM-5 ⇔ HIGH-BRIGHT-1 Selecting a mode whose name includes CUSTOM and then pressing the ► button or the ENTER button displays a dialog to aid you in adjusting the OFFSET and GAIN of the selected mode. OFFSET adjustments change the color intensity on the whole tones of the test pattern. GAIN adjustments mainly affect color intensity on the brighter tones of the test pattern. Choose an item using the ◀/▶ buttons, and adjust the level using the ▲/▼ buttons. You can display a test pattern for checking the effect of your adjustment by pressing the ENTER button. Each time you press the ENTER button, the pattern changes as below. No pattern ⇔ Gray scale of 9 steps   Ramp ⇔ Gray scale of 15 steps • Lines or other noise might appear on the screen when this function is operated, but it is not a malfunction.

(continued on next page)

Item	Description
PICTURE QUALITY	ACCENTUALIZER This feature is only available when USER-1 / USER-2 / USER-3 is selected. ACCENTUALIZER is a function to improve the legibility. Using the ◀/▶ buttons adjusts the sharpness. Weak ⇄ Strong • There may be some noise and/or the screen may flicker for a moment when an adjustment is made. This is not a malfunction.
HDCR	A function to show a clear picture in a bright room. Using the ◀/▶ buttons adjusts the contrast.
COLOR WHEEL	Using the ▲/▼ buttons switches the Color Wheel. BRIGHT ⇄ RICH COLOR BRIGHT : Enhances the amount of light given out. RICH COLOR : Enhances the color.
ACTIVE IRIS	Using the ▲/▼ cursor buttons changes the active iris control mode. PRESENTATION ⇄ THEATER ⇄ OFF ↑—————↑ <u>PRESENTATION</u> : The active iris displays the best presentation image for both bright and dark scenes. <u>THEATER</u> : The active iris displays the best theater image for both bright and dark scenes. <u>OFF</u> : The active iris is always open. • The screen may flicker when the PRESENTATION or THEATER modes are selected. If this occurs select OFF.

(continued on next page)

Item	Description
MY MEMORY	This projector has 4 memories for adjustment data (for all the items of the PICTURE menu). Selecting a function using the ▲/▼ buttons and pressing the ► or ENTER button performs each function. SAVE-1 ⇄ SAVE-2 ⇄ SAVE-3 ⇄ SAVE-4 LOAD-4 ⇄ LOAD-3 ⇄ LOAD-2 ⇄ LOAD-1 <u>SAVE-1, SAVE-2, SAVE-3, SAVE-4</u> Performing a SAVE function saves the current adjustment data into the memory linked in the number included in the function's name. • Remember that the current data being stored of a memory will be lost by saving new data into the memory. <u>LOAD-1, LOAD-2, LOAD-3, LOAD-4</u> Performing a LOAD function loads the data from the memory linked in the number included in the function's name, and adjusts the picture automatically depending on the data. • The LOAD functions whose linked memory has no data are skipped. • Remember that the current adjusted condition will be lost by loading data. If you want to keep the current adjustment, please save it before performing a LOAD function. • There may be some noise and the screen may flicker for a moment when loading data. This is not malfunction. • You can perform the LOAD function using MY BUTTON. Please see MY BUTTON item in OPTION menu (p83).

(continued on next page)

IMAGE menu

From the IMAGE menu, items shown in the table below can be performed.

Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or **ENTER** button to execute the item. Then perform it according to the following table. for selected port



Item	Description
ASPECT	Using the ▲/▼ buttons switches the mode for aspect ratio.
	For a computer signal
	CP-X9110: NORMAL ⇄ 4:3 ⇄ 16:9 ⇄ 16:10
	CP-WX9210, CP-WU9410: NORMAL ⇄ 4:3 ⇄ 16:9 ⇄ 16:10 ⇄ NATIVE
	For an HDMI™ and HDBaseT™ signal
	CP-X9110: NORMAL ⇄ 4:3 ⇄ 16:9 ⇄ 16:10 ⇄ 14:9
	CP-WX9210, CP-WU9410: NORMAL ⇄ 4:3 ⇄ 16:9 ⇄ 16:10 ⇄ 14:9 ⇄ NATIVE
	For a video signal-or component video signal
	CP-X9110: 4:3 ⇄ 16:9 ⇄ 14:9
	CP-WX9210, CP-WU9410: 4:3 ⇄ 16:9 ⇄ 16:10 ⇄ 14:9 ⇄ NATIVE
	For an input signal from the LAN ports, or if there is no signal
	CP-X9110: 4:3 (fixed) CP-WX9210, CP-WU9410: 16:10 (fixed) • The NORMAL mode keeps the original aspect ratio of the signal.

(continued on next page)

Item	Description
OVER SCAN	Using the ◀/▶ buttons adjusts the over-scan ratio. Small (It magnifies picture) ⇔ Large (It reduces picture) • This item can be selected only for a video and component video signal. • For an HDMI™, HDBaseT™ and DVI-D signal, this item can also be selected if either (1) or (2) applies. (1) DIGITAL FORMAT item in the INPUT menu for selected port is set to VIDEO. (2) DIGITAL FORMAT item in the INPUT menu for selected port is set to AUTO, and the projector recognizes that it receives video signals.
V POSITION	Using the ◀/▶ buttons adjusts the vertical position. Down ⇔ Up • Over-adjusting the vertical position may cause noise to appear on the screen. If this occurs, please reset the vertical position to the default setting. Pressing the RESET button when the V POSITION is selected will reset the V POSITION to the default setting. • When this function is performed on a video signal the range of this adjustment depends on OVER SCAN (🔵above) setting. It is not possible to adjust when OVER SCAN is set to 10. • This function is unavailable for a signal from the LAN, HDMI 1 / 2, HDBaseT™ or DVI-D port.
H POSITION	Using the ◀/▶ buttons adjusts the horizontal position. Right ⇔ Left • Over-adjusting the horizontal position may cause noise to appear on the screen. If this occurs, please reset the horizontal position to the default setting. Pressing the RESET button when the H POSITION is selected will reset the H POSITION to the default setting. • When this function is performed on a video signal the range of this adjustment depends on OVER SCAN (🔵above) setting. It is not possible to adjust when OVER SCAN is set to 10. • This function is unavailable for a signal from the LAN, HDMI 1 / 2, HDBaseT™ or DVI-D port.

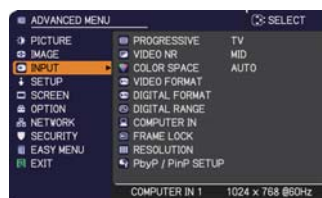
(continued on next page)

Item	Description
H PHASE	Using the ◀/▶ buttons adjusts the horizontal phase to eliminate flicker. Right ⇄ Left • This item can be selected only for a computer signal or a component video signal. This function is unavailable for a signal from the LAN, HDMI 1 / 2, HDBaseT™ or DVI-D port.
H SIZE	Using the ◀/▶ buttons adjusts the horizontal size. Small ⇄ Large • This item can be selected only for a computer signal. This function is unavailable for a signal from the LAN, HDMI 1 / 2, HDBaseT™ or DVI-D port. • When this adjustment is excessive, the picture may not be displayed correctly. In such a case, please reset the adjustment by pressing the RESET button on the remote control during this operation. • Images might appear degraded when this function is operated, but it is not a malfunction.
AUTO ADJUST EXECUTE	Selecting this item performs the automatic adjustment feature. For a computer signal The vertical position, the horizontal position and the horizontal phase will be automatically adjusted. Make sure that the application window is set to its maximum size prior to attempting to use this feature. A dark picture may still be incorrectly adjusted. Use a bright picture when adjusting. For a video signal The video format best suited for the respective input signal will be selected automatically. This function is available only when the AUTO is selected for the VIDEO FORMAT item in the INPUT menu (p.62). The vertical position and horizontal position will be automatically set to the default. For a component video signal The vertical position and horizontal position will be automatically set to the default. The horizontal phase will be automatically adjusted. • The automatic adjustment operation requires approx. 10 seconds. Also please note that it may not function correctly with some input. • When this function is performed for a video signal, a certain extra such as a line may appear outside a picture. • When this function is performed for a computer signal, a black frame may be displayed on the edge of the screen, depending on the computer model. • The items adjusted by this function may vary when the FINE or DISABLE is selected for the AUTO ADJUST item of the SERVICE item in the OPTION menu (p.84).

INPUT menu

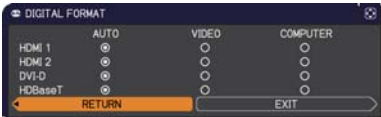
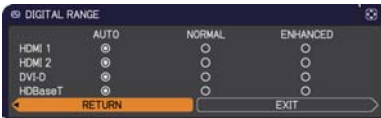
From the INPUT menu, items shown in the table below can be performed.

Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or **ENTER** button to execute the item. Then perform it according to the following table.

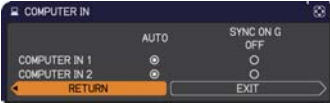


Item	Description
PROGRESSIVE	Using the ▲/▼ buttons switches the progress mode. TV ⇄ FILM ⇄ OFF ↑—————↑ • This function works only for a video signal, component video signal (of 480i@60 or 576i@50 or 1080i@50/60), an HDMI™ signal (of 480i@60 or 576i@50 or 1080i@50/60), HDBaseT™ signal (of 480i@60 or 576i@50 or 1080i@50/60) and DVI-D signal (of 480i@60 or 576i@50 or 1080i@50/60). • When TV or FILM is selected, the screen image will be sharp. FILM adapts to the 2-3 Pull-Down conversion system. But these may cause a certain defect (for example, jagged line) of the picture for a quick moving object. In such a case, please select OFF, even though the screen image may lose sharpness.
VIDEO NR	Using the ▲/▼ buttons switches the noise reduction mode. HIGH ⇄ MID ⇄ LOW ↑—————↑ • This function works only for a video signal, component video signal (of 480i@60 or 576i@50 or 1080i@50/60), an HDMI™ signal (of 480i@60 or 576i@50 or 1080i@50/60), HDBaseT™ signal (of 480i@60 or 576i@50 or 1080i@50/60) and DVI-D signal (of 480i@60 or 576i@50 or 1080i@50/60).
COLOR SPACE	Using the ▲/▼ buttons switches the mode for color space. AUTO ⇄ RGB ⇄ SMPTE240 ⇄ REC709 ⇄ REC601 ↑—————↑ • This item can be selected only for a computer signal (except for signals from the LAN ports) or a component video signal. • The AUTO mode automatically selects the optimum mode. • The AUTO operation may not work well at some signals. In such a case, it might be good to select a suitable mode except AUTO.

(continued on next page)

Item	Description
VIDEO FORMAT	The video format for VIDEO port can be set. Using the ◀/▶ buttons switches the mode for video format.  AUTO ⇄ NTSC ⇄ PAL ⇄ SECAM ↕ N-PAL ⇄ M-PAL ⇄ NTSC4.43 ↕ • This item is performed only for a video signal from the VIDEO port. • The AUTO mode automatically selects the optimum mode. • The AUTO operation may not work well for some signals. If the picture becomes unstable (e.g. an irregular picture, lack of color), please select the mode according to the input signal.
DIGITAL FORMAT	The video format of digital input signals from the HDMI 1/2, DVI-D and HDBaseT™ ports can be set. (1) Use the ▲/▼ buttons to select the port to be set.  (2) Use the ◀/▶ buttons to select the video format. AUTO ⇄ VIDEO ⇄ COMPUTER <u>AUTO</u>: automatically sets the optimum mode. <u>VIDEO</u>: sets the suitable mode for DVD signals. <u>COMPUTER</u>: sets the suitable mode for computer signals. • When the COMPUTER is selected, the functions COLOR (PICTURE menu), TINT (PICTURE menu) and OVER SCAN (IMAGE menu) are unavailable.
DIGITAL RANGE	The video format of digital input signals from the HDMI 1/2, DVI-D and HDBaseT™ ports can be set. (1) Use the ▲/▼ buttons to select the port to be set.  (2) Use the ◀/▶ buttons to select the digital range. AUTO ⇄ NORMAL ⇄ ENHANCED <u>AUTO</u>: automatically sets the optimum mode. <u>NORMAL</u>: sets the suitable mode for DVD signals. (16-235) <u>ENHANCED</u>: sets the suitable mode for computer signals. (0-255) • If the contrast of the screen image is too strong or too weak, try finding a more suitable mode.

(continued on next page)

Item	Description
COMPUTER IN	The computer input signal type for COMPUTER IN1 and IN2 ports can be set. (1) Use the ▲/▼ buttons to select the COMPUTER IN port to be set. (2) Use the ◀/▶ buttons to select the computer input signal type. AUTO ⇔ SYNC ON G OFF  • Selecting the AUTO mode allows you to input a sync on G signal or component video signal from the port. • In the AUTO mode, the picture may be distorted with certain input signals. In such a case, remove the signal connector so that no signal is received and select the SYNC ON G OFF, and then reconnect the signal.
FRAME LOCK	When ON is selected, moving pictures are displayed more smoothly Set the frame lock function on/off for each port. (1) Use the ▲/▼ buttons to select the input ports. (2) Use the ◀/▶ buttons to turn the frame lock function on/off . ON ⇔ OFF  • This item can be performed only on a signal with a vertical frequency of 49 to 51Hz, 59 to 61 Hz.

(continued on next page)

Item	Description
RESOLUTION	The resolution for the COMPUTER IN1 and COMPUTER IN2 input signals can be set on this projector. (1) In the INPUT menu select the RESOLUTION using the ▲/▼ buttons and press the ► button. The RESOLUTION menu will be displayed.  (2) In the RESOLUTION menu select the resolution you wish to display using the ▲/▼ buttons. Selecting AUTO will set a resolution appropriate to the input signal. (3) Pressing the ► or ENTER button when selecting a STANDARD resolution will automatically adjust the horizontal and vertical positions, clock phase and horizontal size. The INPUT_INFORMATION dialog will be displayed. STANDARD ↓  (4) To set a custom resolution use the ▲/▼ buttons to select the CUSTOM and the RESOLUTION_CUSTOM box will be displayed. Set the horizontal (HORZ) and vertical (VERT) resolutions using the ▲/▼/◀/► buttons. This function may not support all resolutions. CUSTOM ↓  (5) Move the cursor to OK on screen and press the ► or ENTER button. The message "ARE YOU SURE YOU WISH TO CHANGE RESOLUTION?" appears. To save the setting, press the ► button. The horizontal and vertical positions, clock phase and horizontal size will be automatically adjusted. The INPUT_INFORMATION dialog will be displayed. ↓  (6) To revert back to the previous resolution without saving changes, move the cursor to CANCEL on screen and press the ◀ or ENTER button. The screen will then return to the RESOLUTION menu displaying the previous resolution. • For some pictures, this function may not work well.

Item	Description
PbyP / PinP SETUP	PinP POSITION Using ▲/▼ buttons on the remote control changes the position of sub area in PinP mode (47).
	PbyP / PinP FRAME LOCK Select the screen that enables FRAME LOCK function when using PbyP or PinP. LEFT / PRIMARY: Enables FRAME LOCK function for input on left screen of PbyP or on primary area of PinP. RIGHT / SECONDARY: Enables FRAME LOCK function for input on right screen of PbyP or on secondary area of PinP.

SETUP menu

From the SETUP menu, items shown in the table below can be performed.

Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or **ENTER** button to execute the item. Then perform it according to the following table.



Item	Description
KEYSTONE	Selecting this item displays the KEYSTONE dialog. For details, see KEYSTONE in Correcting the distortion(p.34). • When the zoom adjustment is set to the TELE (telephoto focus), this function may be excessive. This function should be used when the zoom adjustment is set to the full WIDE (wide-angle focus) whenever possible. • When the horizontal lens shift is not set to the center, this function may not work well. • This function is unavailable when the screen is activated by PERFECT FIT (p.34), EDGE BLENDING(p.37), and WARPING(p.41).
PERFECT FIT	Selecting this item displays the PERFECT FIT dialog. For details, see PERFECT FIT in Correcting the distortion (p.34). • This function is unavailable when the screen is activated by PERFECT FIT (p.34), EDGE BLENDING(p.37), and WARPING(p.41).
EDGE BLENDING	Selecting this item displays the EDGE BLENDING dialog. For details, see EDGE BLENDING feature (p.37).
WARPING	Selecting this item displays the WARPING dialog. For details, see Application Manual of this feature.

(continued on next page)

Item	Description
LAMP & FILTER	Selecting this item displays the LAMP & FILTER menu. Select an item using the ▲/▼ buttons, and press the ► button or the ENTER button on the remote control to execute the item. 
	ECO MODE Using the ▲/▼ buttons turns off/on the Eco mode. NORMAL ⇄ ECO • When the ECO is selected, acoustic noise and screen brightness are reduced.
	LAMP MODE Using the ▲/▼ cursor buttons changes the Lamp Mode. DUAL ⇄ ALTERNATE ⇕ ⇕ LAMP-2 ⇄ LAMP-1 DUAL : Use both lamp at the same time. ALTERNATE : Use the lamps alternately according to the settings of ALTERNATE LAMP-1 : Use LAMP-1 only LAMP-2 : Use LAMP-2 only • To maintain the lamp performance, LAMP MODE cannot be switched for a few minutes right after switching to other modes.
	ALTERNATE Using the ▲/▼ cursor buttons changes the Alternate. AUTO ⇄ CYCLE AUTO : The lamp with less operating hours will turn on every start-up. Or, the lamp with more operating hours will turn on, only if the lamp with less operating hours turned on for five consecutive. CYCLE : Switches the lamp automatically according to the settings of CYCLE TIME • This function is only available if ALTERNATE is selected at LAMP MODE.

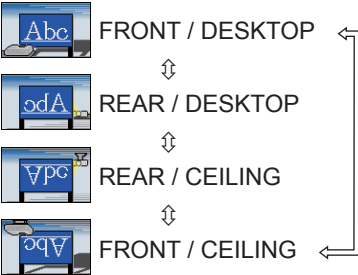
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Item	Description
LAMP & FILTER (continued)	CYCLE TIME Using the ▲/▼ cursor buttons changes the CYCLE TIME. 6h ⇄ 12h ⇄ 18h ⇄ 24 ⇄ 1 week  Lamp switches according to the setting here. • This function is only available if CYCLE TIME is selected at ALTERNATE of LAMP MODE.
	LAMP-1 TIME The lamp time is the usage time of the lamp-1, counted after the last resetting. It is shown in the LAMP & FILTER menu. Pressing the RESET button on the remote control or the ► button of the projector displays a dialog. To reset the lamp time, select the OK using the ► button. CANCEL ⇄ OK • Please reset the lamp time only when you have replaced the lamp, for a suitable indication about the lamp. • For the lamp replacement, see the section Replacing the lamp (📖99). • The lamp time can be checked also with the Status Monitor (📖20)
	LAMP-2 TIME The lamp time is the usage time of the lamp-2, counted after the last resetting. It is shown in the LAMP & FILTER menu. Pressing the RESET button on the remote control or the ► button of the projector displays a dialog. To reset the lamp time, select the OK using the ► button. CANCEL ⇄ OK • Please reset the lamp time only when you have replaced the lamp, for a suitable indication about the lamp. • For the lamp replacement, see the section Replacing the lamp (📖99). • The lamp time can be checked also with the Status Monitor (📖20)

(continued on next page)

Item	Description
LAMP & FILTER (continued)	FILTER TIME The filter time is the usage time of the air filter, counted after the last resetting. It is shown in the LAMP & FILTER menu. Pressing the RESET button on the remote control or the ► button of the projector displays a dialog. To reset the filter time, select the OK using the ► button. CANCEL ⇨ OK • Please reset the filter time only when you have cleaned or replaced the air filter, for a suitable indication about the air filter. • For the air filter cleaning, see the section Cleaning and replacing the air filter (102). • The filter time can be checked also with the Status Monitor (20).
	FILTER MESSAGE Use the ▲/▼ button to set the timer for notifying by the message when to replace the filter unit 1000h ⇨ 2000h ⇨ 5000h ⇨ 10000h ⇨ 15000h ⇨ OFF After choosing an item except OFF, the message “REMINDER *** HRS PASSED” will appear after the timer reaches the interval time set by this feature. When the OFF is chosen, the message will not appear. Utilize this feature to keep the air filter clean, setting the suitable time according to your environment of this projector. • Please take care of the filter unit periodically, even if there is no message. If the air filter becomes to be blocked by dust or other matter, the internal temperature will rise, which could cause malfunction, or reduce the lifetime of the projector. • Please be careful with the operating environment of the projector and the condition of the filter unit.

(continued on next page)

Item	Description
INSTALLATION	Pressing the ► button displays the dialog for changing the INSTALLATION setting.  Use the ▲/▼ buttons to select the desired setting on the INSTALLATION dialog, and press the ENTER button of the remote control or the INPUT button of the projector to execute.➤
STANDBY MODE	Using ▲/▼ buttons switches the standby mode setting between NORMAL and SAVING. NORMAL ⇔ SAVING When SAVING is selected, the power consumption in the standby mode is lowered with some functional restriction as below: • When SAVING is selected, the RS-232C communication control except to turn the projector on and the network function are disabled while the projector is in the standby mode. If the COMMUNICATION TYPE in the COMMUNICATION menu is set to NETWORK BRIDGE, all of the RS-232C commands are disabled (p.88). • When SAVING is selected, STANDBY setting of MONITOR OUT is invalid, and no signal is output from MONITOR OUT port in the standby mode. • When SAVING is selected, the CENTERING feature while the projector is in the standby mode is disabled. • When SAVING is selected, the Status Monitor and its button operation are unavailable while the projector is in the standby mode. • When SAVING is selected, the HDMI Link and HDBaseT™ functions are disabled while the projector is in the standby mode.

(continued on next page)

Item	Description
MONITOR OUT	While the image signal from the input port chosen in step (1) is projected, the image signal from the input port selected in step (2) is output to MONITOR OUT port. (1) Choose a picture input port using ▲/▼ buttons. Choose STANDBY to select the picture output in the standby mode. (2) Select one of the COMPUTER IN ports using ◀/▶ buttons. Select OFF to disable the MONITOR OUT port for the input port or standby mode chosen in the step (1). 
SCHEDULE	Please refer to the next pages.

SCHEDULE menu

Some functions can be operated automatically by setting up this menu.

Follow the steps below to select the SCHEDULE menu.

1. Use the ▲/▼/◀/▶ cursor buttons to select a menu.

EASY MENU—ADVANCED MENU



2. Press ► cursor button to select the item.

■ How to setup the item

1. Use the ▲/▼/◀/▶ cursor buttons to select or adjust.

2 Select OK to finish the settings.

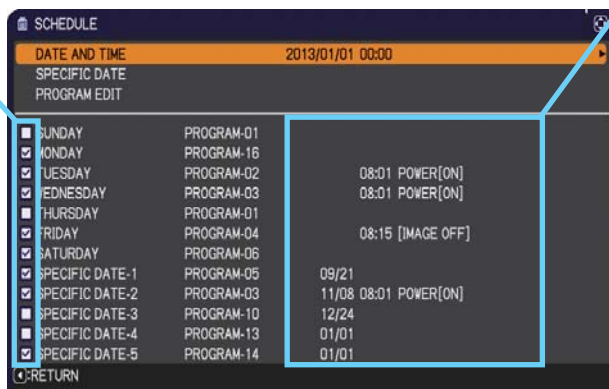
NOTE • Please refer to the actual on-screen display(OSD) for appropriate operation.

Item	Description
DATE & TIME	Set the DATE(Year/Month/Date) and Time(24-hour scale).
SPECIFIC DATE	Set specific date from 1 to 5.
PROGRAM EDIT	The TIME and EVENT for Program 1 to 16 can be edited.(📖73)

■ How to activate

Place a check mark in the box.

Check mark
in the box



Date and
first setup
info could be
seen with the
check mark.

■ PROGRAM EDIT

The TIME and EVENT for Program 1 to 16 can be edited.

• RETURN

Select this to go back to the top menu of the SCHEDULE.

• SELECT

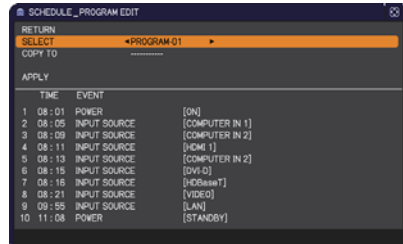
Select from PROGRAM-01 to 16 to edit. Each PROGRAM can be setup up to 20 settings

• COPY TO

The selected program (with the settings of TIME and EVENT) can be copied to other program.

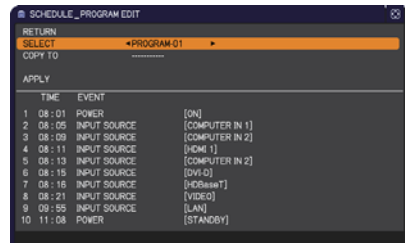
• APPLY

Select this to apply and save all adjustments and settings.



■ How to edit the selected PROGRAM

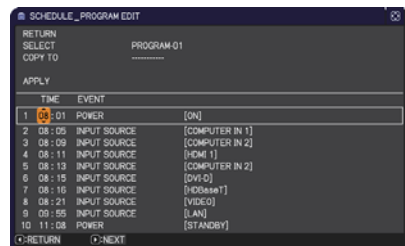
1. Select from 1 to 20 events.
Use the ▲/▼ cursor buttons to select.
Press ► cursor button to set the TIME and EVENT.
2. Use the ◀/▶ cursor buttons to select.
3. Use the ▲/▼ cursor buttons to adjust.



EVENT can be selected as listed below.

- POWER – ON, STANDBY
- INPUT SOURCE – "input source"channel
- MY IMAGE – IMAGE-1 to 12, IMAGE OFF
- MESSENGER – TEXT-1 to 12, TEXT OFF
- ECO MODE – NORMAL, ECO
- BLANK – ON, OFF

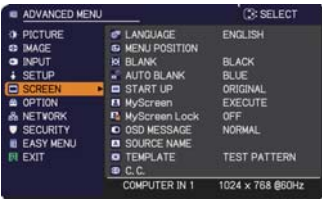
4. Press ► cursor button to finish the settings.
5. Select APPLY to save the settings.



NOTE • Please refer to the actual on-screen display(OSD) for appropriate operation.

SCREEN menu

From the SCREEN menu, items shown in the table below can be performed. Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or **ENTER** button to execute the item. Then perform it according to the following table.

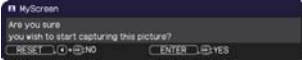


Item	Description
LANGUAGE	Using the ▲/▼/◀/▶ buttons switches the OSD (On Screen Display) language. ENGLISH ⇄ FRANÇAIS ⇄ DEUTSCH ⇄ ESPAÑOL ⤴ (shown in the LANGUAGE dialog) ⤵ Press the ENTER or INPUT button to save the language setting.
MENU POSITION	Using the ▲/▼/◀/▶ buttons adjusts the menu position. To quit the operation, press the MENU button on the remote control or keep no operation for about 10 seconds.
BLANK	Using the ▲/▼ buttons switches the mode for the blank screen. The blank screen is a screen for the temporarily blanking feature. MyScreen ⇄ ORIGINAL ⇄ BLUE ⇄ WHITE ⇄ BLACK ⤴ ⤵ <u>MyScreen</u> : Screen can be registered by the MyScreen item (76). <u>ORIGINAL</u> : Screen preset as the standard screen. <u>BLUE, WHITE, BLACK</u> : Plain screens in each color. • To avoid remaining as an afterimage, the MyScreen or ORIGINAL screen will change to the AUTO BLANK screen after several minutes.

(continued on next page)

Item	Description
AUTO BLANK	Using the ▲/▼ buttons switches the mode for the AUTO BLANK screen. BLUE ⇔ WHITE ⇔ BLACK ↑—————↑ • To avoid remaining as an afterimage, displayed image will change to the designated blank color screen by AUTO BLANK after several minutes at the following conditions. - When MyScreen or ORIGINAL is displayed as BLANK screen. - When start-up screen is displayed.
START UP	Using the ▲/▼ buttons switches the mode for the start-up screen. The start-up screen is a screen displayed when no signal or an unsuitable signal is detected. MyScreen ⇔ ORIGINAL ⇔ OFF ↑—————↑ <u>MyScreen</u> : Screen can be registered by the MyScreen item (📖76). <u>ORIGINAL</u> : Screen preset as the standard screen. <u>OFF</u> : Plain black screen. • To avoid remaining as an afterimage, the START UP screen will change to the AUTO BLANK screen after several minutes. • When the ON is selected to the MyScreen PASSWORD item in the SECURITY menu (📖94), the START UP is fixed to MyScreen.

(continued on next page)

Item	Description
MyScreen	This item allows you to capture an image for use as a MyScreen image which can be used as the BLANK screen and START UP screen. Display the image you want to capture before executing the following procedure. (1) Selecting this item displays a dialog titled “MyScreen”. It will ask you if you start capturing an image from the current screen. Please wait for the target image to be displayed, and press the ENTER or INPUT button when the image is displayed. The image will freeze and the frame for capturing will appear. To stop performing, press the RESET button on the remote control. 
	(2) Using the ▲/▼/◀/▶ buttons adjusts the frame position. Please move the frame to the position of the image which you want to use. The frame may not be able to be moved for some input signals. To start registration, press the ENTER or INPUT button on the remote control. To restore the screen and return to the previous dialog, press the RESET button on the remote control. Registration may take several minutes. When the registration is completed, the registered screen and the following message is displayed for several seconds: “MyScreen registration is finished.” If the registration failed, the following message is displayed: “A capturing error has occurred. Please try again.”   • This function cannot be selected when the ON is selected to the MyScreen Lock item (77). • This function cannot be selected when the ON is selected to the MyScreen PASSWORD item in SECURITY menu (94). • This function is unavailable for a signal from the LAN, HDMI 1 / 2, HDBaseT™ or DVI-D port.

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Item	Description
MyScreen Lock	Using the ▲/▼ buttons turns on/off the MyScreen lock function. ON ⇄ OFF When the ON is selected, the item MyScreen is locked. Use this function for protecting the current MyScreen. This function cannot be selected when the ON is selected to the MyScreen PASSWORD item in SECURITY menu (p94).
OSD MESSAGE	Using the ▲/▼ buttons turns on/off the message function. NORMAL ⇄ SILENT ⇄ INHIBIT  ■ SILENT : The following message functions does not work. “AUTO IN PROGRESS” while automatically adjusting “NO INPUT IS DETECTED” “SYNC IS OUT OF RANGE” “INVALID SCAN FREQ.” “NOT AVAILABLE” “Searching....” while searching for the input “Detecting....” while an input signal is detected - The indication of the ZOOM displayed by changing *While operating from the remote control only. - The indication of the FOCUS displayed by changing - The indication of the input signal displayed by changing - The indication of the aspect ratio displayed by changing - The indication of the PICTURE MODE displayed by changing - The indication of the ACTIVE IRIS displayed by changing - The indication of the MY MEMORY displayed by changing - The indication of “FREEZE” and “II” while freezing the screen by pressing the FREEZE button. - The indication of the TEMPLATE displayed by changing. - The indication of the ECO MODE displayed by changing. ■ INHIBIT : All message functions does not work. The only buttons will function are as below. STANDBY, ON, SHUTTER, BLANK(MY BUTTON), FUNCTION Status Monitor can be operated. - To change this function, follow the steps below. - Press the OSD button on the remote control for 3 sec. - The INHIBIT OSD will be displayed. - While this OSD is displayed, press the OSD button again on the remote control. - Toggle and change the function. NORMAL ⇄ SILENT ⇄ INHIBIT 

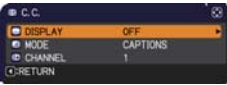
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Item	Description
SOURCE NAME	Each input port for this projector can have a name applied to it. (1) Use the ▲/▼ buttons on the SCREEN menu to select SOURCE NAME and press the ► or ENTER button. The SOURCE NAME menu will be displayed.  (2) Use the ▲/▼ buttons on the SOURCE NAME menu to select the port to be named and press the ► button. The SOURCE NAME dialog will be displayed. Right side of the menu is blank until a name is specified. (3) Select an icon you would like to assign to the port in the SOURCE NAME dialog. The name assigned to the port will also be automatically switched according to your icon selection. Press the ENTER or INPUT button to determine your icon selection.  (4) Select a number you would like to assign to the port along with the icon. You can select the number either from blank (no number assigned), 1, 2, 3, or 4. (5) If you would like to modify the name assigned to the port, select CUSTOM NAME and press the ENTER or INPUT button.  

(continued on next page)

Item	Description
SOURCE NAME (continued)	(6) The current name will be displayed on the first line. Use the ▲/▼/◀/▶ buttons and the ENTER or INPUT button to select and enter characters. To erase 1 character at one time, press the RESET button or press the ◀ and INPUT button at the same time. Also if you move the cursor to DELETE or ALL CLEAR on screen and press the ENTER or INPUT button, 1 character or all characters will be erased. The name can be a maximum of 16 characters. (7) To change an already inserted character, press the ▲ button to move the cursor to the first line, and use the ◀/▶ buttons to move the cursor on the character to be changed. After pressing the ENTER or INPUT button, the character is selected. Then, follow the same procedure as described at the item (6) above. (8) To finish entering text, move the cursor to the OK on screen and press the ▶, ENTER or INPUT button. To revert to the previous name without saving changes, move the cursor to the CANCEL on screen and press the ◀, ENTER or INPUT button. 
TEMPLATE	Using the ▲/▼ cursor buttons switches the mode for the template screen. Press the ▶ cursor (or the ENTER) button to display the selected template, and press the ◀ cursor button to close the displayed screen. The last selected template is displayed when the MY BUTTON allocated to the TEMPLATE function is pressed (83). TEST PATTERN ⇄ DOT-LINE1 ⇄ DOT-LINE2 ⇄ DOT-LINE3 ⇕ ⇕ STACK ⇄ MAP2 ⇄ MAP1 ⇄ CIRCLE2 ⇄ CIRCLE1 ⇄ DOT-LINE4 You can turn a map upside down and scroll it horizontally when MAP1 or MAP2 is selected. To invert or scroll the map, display the guidance by pressing the RESET button on the remote three seconds or more when MAP1 or MAP2 appears.

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Item	Description
C.C. (Closed Caption)	The C.C. is the function that displays a transcript or dialog of the audio portion of a video, files or other presentation or other relevant sounds. It is required to have NTSC format video or 480i@60 format component video source supporting C.C. feature to utilize this function. It may not work properly, depending on equipment or signal source. In this case, please turn off the Closed Caption. 
	DISPLAY Select Closed Caption DISPLAY setting from following options using ▲/▼ buttons. ON ⇄ OFF <u>ON</u> : Closed Caption is on. <u>OFF</u> : Closed Caption is off. • The caption is not displayed when the OSD menu is active. • The Closed Caption is the function to display the dialogue, narration, and / or sound effects of a television program or other video sources. The Closed Caption availability is depending upon broadcaster and/or content.
	MODE Select Closed Caption MODE setting from following options using ▲/▼ buttons. CAPTIONS ⇄ TEXT <u>CAPTIONS</u> : Display Closed Caption. <u>TEXT</u> : Display Text data, which is for additional information such as news reports or a TV program guide. The information covers the entire screen. Not all of the C.C. program has Text information.
	CHANNEL Select Closed Caption CHANNEL from following options using ▲/▼ buttons. 1 ⇄ 2 ⇄ 3 ⇄ 4  <u>1</u>: Channel 1, primary channel / language <u>2</u>: Channel 2 <u>3</u>: Channel 3 <u>4</u>: Channel 4 The channel data may vary, depending on the content. Some channel might be used for secondary language or empty.

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OPTION menu

From the OPTION menu, items shown in the table below can be performed. Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or **ENTER** button to execute the item, except for the items LAMP TIME and FILTER TIME. Then perform it according to the following table.



Item	Description
SOURCE SKIP	The ports can be set to be ignored in searching by the AUTO SEARCH function (see below) or in selecting by buttons on the control panel. (1) Choose a picture input port using the ▲/▼ buttons. (2) Using the ◀/▶ buttons turns on/off the SOURCE SKIP function. NORMAL ⇄ SKIP The port that is set to SKIP will be ignored. • It is not possible to set SKIP to all ports at the same time. • This setting is not valid when in the PbyP / PinP mode (see 44).
AUTO SEARCH	Using the ▲/▼ buttons turns on/off the automatic signal search function. ON ⇄ OFF When the ON is selected, detecting no signal automatically cycles through input ports in the following order. The search is started from the current port. Then when an input is found, the projector will stop searching and display the image. COMPUTER IN1 ⇄ COMPUTER IN2 ⇄ HDMI 1 ⇄ HDMI 2 ↑ ↓ LAN ⇄ VIDEO ⇄ HDBaseT ⇄ DVI-D

(continued on next page)

Item	Description
DIRECT POWER ON	Using the ▲/▼ buttons turns on/off the DIRECT POWER ON function. ON ⇄ OFF When set to the ON, the lamp in projector will be automatically turned on without the usual procedure (26), only when the projector is supplied with the power after the power was cut while the lamp was on. • This function does not work as long as the power has been supplied to the projector while the lamp is off. • After turning the lamp on by the DIRECT POWER ON function, if neither input nor operation is detected for about 30 minutes, the projector is turned off, even though the AUTO POWER OFF function (26) is disabled.
AUTO POWER OFF	Using the ▲/▼ buttons adjusts the time to count down to automatically turn the projector off. Long (max. 99 minutes) ⇄ Short (min. 0 minute = DISABLE)   When the time is set to 0, the projector is not turned off automatically. When the time is set to 1 to 99, and when the passed time with no-signal or an unsuitable signal reaches at the set time, the projector lamp will be turned off. If one of the projector's buttons or the remote control buttons is pressed or one of the commands (except get commands) is transmitted to the CONTROL port during the corresponding time, projector will not be turned off. Please refer to the section Turning off the power (26).
SHUTTER TIMER	Using the ▲/▼ buttons sets the time from closing the lens shutter to automatically turning the projector off. 1h ⇄ 3h ⇄ 6h • The shutter will open automatically when turning the projector on again.

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Item	Description
MY BUTTON	This item is to assign one of the following functions to MY BUTTON (1 to 4) on the remote control (📖6). (1) Use the ▲/▼ buttons on the MY BUTTON menu to select a button from MY BUTTON - 1 to 4 and press the ► or ENTER button to display the MY BUTTON setup dialog. (2) Then using the ▲/▼/◀/▶ buttons sets one of the following functions to the chosen button. Press the ENTER or INPUT button to save the setting. <u>MY IMAGE</u>: Displays the MY IMAGE menu (📖MY IMAGE in the Network Guide). <u>MESSENGER</u>: Turns the messenger text displayed on the screen on/off (📖 Messenger Function in the Network Guide). When there is no transferred text data to display, the message "NO MESSENGER DATA" appears. <u>BLANK</u>: Switches the BLANK function to on and off. <u>PbyP / PinP SWAP</u>: Swaps the picture on the right with one on the left in the PbyP mode. Swaps the primary picture and the secondary picture in the PinP mode. (📖44) <u>PinP Position</u>: Toggles the PinP position. <u>STATUS MONITOR</u>: Turns on/off the back light of status monitor (📖20). This function is unavailable when SAVING is selected in STANDBY MODE while the projector is in the standby mode. <u>INFORMATION</u>: Displays SYSTEM INFORMATION, INPUT INFORMATION (📖91), WIRELESS INFORMATION, WIRED INFORMATION, OTHER INFORMATION or nothing. <u>MY MEMORY</u>: Loads one of adjustment data stored (📖57). When more than one data are saved, the adjustment changes every time the MY BUTTON is pressed. When no data is saved in memory, the dialog "No saved data" appears. When the current adjustment is not saved to memory, the dialog as shown in the right appears.  If you want to keep the current adjustment, please press the ► button to exit. Otherwise loading a data will overwrite the current adjusted condition. <u>ACTIVE IRIS</u>: Changes the active iris mode (📖56). <u>FILTER RESET</u>: Displays the filter time reset confirmation dialogue (📖69). <u>TEMPLATE</u>: Makes the template pattern selected to the TEMPLATE item (📖79) appear or disappear. <u>RESOLUTION</u>: Turns on/off the RESOLUTION dialog (📖67).

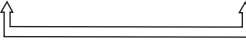
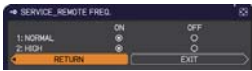
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Item	Description	
SERVICE	Selecting this item displays the SERVICE menu. Select an item using the ▲/▼ buttons, and press the ► button or the ENTER button on the remote control to execute the item. 	
	ALTITUDE Using the ▲/▼ buttons switches the rotation speed of the cooling fans. It is recommended to leave it at AUTO usually. HIGH-2 ⇄ HIGH-1 ⇄ NORMAL ⇄ AUTO ↑—————↑ <u>AUTO</u>: The projector changes the rotation speed automatically to suit the altitude and other environmental factors. Choose an option below when there is a trouble with the AUTO mode. <u>NORMAL</u>: This mode can be used below 1600m (5250ft.). <u>HIGH-1</u>: This mode can be used between 1600 to 2300m (5250 to 7550ft.). <u>HIGH-2</u>: This mode can be used above 2300m (7550ft.).	
	AUTO ADJUST Using the ▲/▼ buttons to select one of the mode. When the DISABLE is selected, the automatic adjustment feature is disabled. FINE ⇄ FAST ⇄ DISABLE ↑—————↑ <u>FINE</u>: Finer tuning including H.SIZE adjustment. <u>FAST</u>: Faster tuning, setting H.SIZE to prearranged data for the input signal. • Depending on conditions, such as input image, signal cable to the projector, environment around the projector, etc., the automatic adjustment may not work correctly. In such a case, please choose DISABLE to disable the automatic adjustment, and make adjustment manually.	

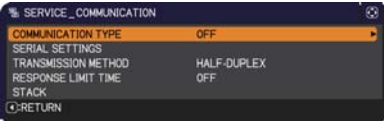
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Item	Description
SERVICE (continued)	LENS TYPE (1) Select the lens type currently used using the ▲/▼ buttons and press the ► or ENTER button. If AUTO is selected, the projector determines the lens type automatically. (2) A message dialog is displayed for confirmation. Press the ► or ENTER button to save the lens type. • This setting has an influence on the keystone distortion etc. • The lens type determined by the projector will be displayed on the right of "AUTO". • If the projector cannot determine the lens type automatically when this item is set to AUTO, "UNKNOWN LENS" is displayed on the right of "AUTO". • About the optional lens, ask your dealer. ■ Lens for CP-X9110 USL-901, SL-902, SD-903X, ML-904, LL-905, UL-906 ■ Lens for CP-WX9210, CP-WU9410 USL-901, SL-902, SD-903W, ML-904, LL-905, UL-906 * <u>SD-903X is for CP-X9110 ONLY</u> * <u>SD-903W is for CP-WX9210 and CP-WU9410 ONLY</u> The optical performance is decline, if a lens which is not compatible with the projector is used. A WARNING message will appear too, even if you select the incompatible lens type or AUTO in this function. A WARNING message will appear at start-up too.
	LENS LOCK Using the ▲/▼ buttons turns on/off the lens lock feature. When ON is selected, the buttons (ZOOM, ZOOM + / -, FOCUS + / -, LENS SHIFT, LENS MEMORY) are locked. ON ⇄ OFF
	KEY LOCK (1) Use the ▲/▼ buttons to choose the operations control. CONTROL PANEL ⇄ REMOTE CONTROL (2) Use the ◀/▶ buttons to select ON or OFF. ON ⇄ OFF Selecting ON in Step 2 locks the buttons except STANDBY, ON and STANDBY/ON on the operations control selected in Step 1. Selecting OFF releases the locked buttons on the operations control selected in Step 1. • Please use this function to prevent tampering or accidental operation. • It's not possible to disable both options at the same time.

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Item	Description
SERVICE (continued)	COLOR WHEEL LOCK Using the ▲/▼ buttons turns off/on the COLOR WHEEL LOCK. ON ⇄ OFF ON : COLOR WHEEL is locked and the settings can not be changed from PICTURE MENU. OFF : COLOR WHEEL settings can be change from PICTURE MENU.
	REMOTE RECEIV. (1) Select a remote sensor using the ▲/▼ button. FRONT ⇄ REAR ⇄ HDBaseT   (2) Switch it using the ◀/▶ button. ON ⇄ OFF •Both FRONT and REAR sensor can not be turned OFF at the same time.
	REMOTE FREQ. (1) Use the ▲/▼ button to change the projector's remote sensor frequency setting (19). 1:NORMAL ⇄ 2:HIG (2) Use the ◀/▶ button to change the projector's remote sensor on or off.  ON ⇄ OFF The factory default setting is for both 1:NORMAL and 2:HIG to be on. If the remote control does not function correctly, disable either of them. • It's not possible to disable both options at the same time.
	REMOTE ID Use the ▲/▼ buttons on the REMOTE ID menu to select ID and press the ▶ button. ALL ⇄ 1 ⇄ 2 ⇄ 3 ⇄ 4  The projector is controlled by the remote control whose ID button is set the same number as this number. When the ALL is selected, the projector is controlled by a remote control irrespective of the ID setting.

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Item	Description	
SERVICE (continued)	COMMUNICATION	Selecting this item displays COMMUNICATION menu. In this menu, you can configure the serial communication settings of the projector using the CONTROL port.  • Select an item using the cursor buttons ▲/▼. Then pressing the ► button opens the submenu for the setting item you selected. Or, pressing the ◀ button instead of the ► button makes the menu back to the previous one without changing the setup. Each submenu can be operated as described above. • When COMMUNICATION TYPE (📖88) is set to OFF, the other items except STACK in COMMUNICATION menu are invalid. • For the function of serial communication, refer to the Network Guide.

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Item	Description	
SERVICE (continued)	COMMUNICATION	COMMUNICATION TYPE Select the communication type for transmission via the CONTROL port. NETWORK BRIDGE (WIRELESS) ⇕ NETWORK BRIDGE (WIRED) ⇕ OFF <u>NETWORK BRIDGE</u>: Select this type, if it is required to control an external device as a network terminal, via this projector from the computer. Select WIRELESS or WIRED as your network connection mode. The CONTROL port doesn't accept RS-232C commands (📖 Network Bridge Function in the Network Guide) <u>OFF</u>: Select this mode to receive RS-232C commands using the CONTROL port. • OFF is selected as the default setting. • When you select the NETWORK BRIDGE, check the item, TRANSMISSION METHOD (📖89)

(continued on next page)

Item	Description	
SERVICE (continued)	COMMUNICATION (continued)	SERIAL SETTINGS Select the serial communication condition for the CONTROL port. BAUD RATE 4800bps ⇄ 9600bps ⇄ 19200bps ⇄ 38400bps ↑ ↑ PARITY NONE ⇄ ODD ⇄ EVEN ↑ ↑ • The BAUD RATE is fixed to 19200bps and PARITY is fixed NONE when the COMMUNICATION TYPE is set to OFF (📘88).
		TRANSMISSION METHOD Select the transmission method for communication by the NETWORK BRIDGE from the CONTROL port. HALF-DUPLEX ⇄ FULL-DUPLEX <u>HALF-DUPLEX</u>: This method lets the projector make two way communication, but only one direction, either transmitting or receiving data, is allowed at a time. <u>FULL-DUPLEX</u>: This method lets the projector make two way communication, transmitting and receiving data at the same time. • HALF-DUPLEX is selected as the default setting. • If you select HALF-DUPLEX, check the setting of the item RESPONSE LIMIT TIME (📘90).

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Item	Description	
SERVICE (continued)	COMMUNICATION (continued)	RESPONSE LIMIT TIME Select the time period to wait for receiving response data from other device communicating by the NETWORK BRIDGE and the HALF-DUPLEX through the CONTROL port. OFF ⇔ 1s ⇔ 2s ⇔ 3s  <u>OFF</u>: Select this mode if it is not required to check the responses from the device that the projector sends data to. In this mode, the projector can send out data from the computer continuously. <u>1s / 2s / 3s</u>: Select the time period to keep the projector waiting for response from the device that the projector sends data to. While waiting the response, the projector does not send out any data from the CONTROL port. • This menu is available only when the NETWORK BRIDGE is selected for the COMMUNICATION TYPE and the HALF-DUPLEX is selected for the TRANSMISSION METHOD (p.89). • OFF is selected as the default setting.
		STACK Selecting this item displays the STACK menu. For more information, please see Instant Stack Guide. • When STACK MODE is set to MAIN or SUB, the other items in COMMUNICATION menu are invalid.

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Item	Description
SERVICE (continued)	INFORMATION Selecting this item displays a dialog titled “INPUT_INFORMATION”. It shows the information about the current input. • The “FRAME LOCK” message on the dialog means the frame lock function is working. • This item can't be selected for no signal and sync out. • When the MY TEXT DISPLAY is set to ON, the MY TEXT is displayed together with the input information in the INPUT_INFORMATION box (p.95).
	FACTORY RESET Selecting OK using the ► button performs this function. By this function, all the items in all of menus will collectively return to the initial setting. Note that the settings of the following items cannot be reset: LAMP TIME, FILTER TIME, LANGUAGE, FILTER MESSAGE, STANDBY MODE, COMMUNICATION, NETWORK, SECURITY CANCEL ⇨ OK

NETWORK menu

See the **Network Guide** for details of NETWORK operation.

Remember that incorrect network settings on this projector may cause trouble on the network. Be sure to consult with your network administrator before connecting to an existing access point on your network.

SECURITY menu

This projector is equipped with security functions. From the SECURITY menu, items shown in the table below can be performed.

To use SECURITY menu: User registration is required before using the security functions.

Enter to the SECURITY menu

1. Press the ► button. The ENTER PASSWORD box will be displayed.
2. Use the ▲/▼/◀/▶ buttons to enter the registered password. The factory default password is as follows.

CP-X9110: 6907

CP-WX9210: 1305

CP-WU9410: 9317

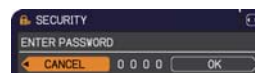
This password can be changed (see below). Move the cursor to the right side of the ENTER PASSWORD box and press the ► button to display the SECURITY menu.

- It is strongly recommended the factory default password to be changed as soon as possible.
 - If an incorrect password is input, the ENTER PASSWORD box will be displayed again. If incorrect password is input 3 times, the projector will turn off. Afterwards the projector will turn off every time an incorrect password is input.
3. Items shown in the table below can be performed.

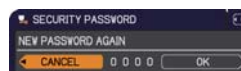
If you have forgotten your password

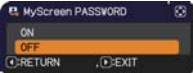
- (1) While the ENTER PASSWORD box is displayed, press and hold the **RESET** button on the remote control for about 3 seconds or press and hold the **INPUT** button for 3 seconds while pressing the ► button on the projector.
- (2) The 10 digit Inquiring Code will be displayed. Contact your dealer with the 10 digit Inquiring Code. Your password will be sent after your user registration information is confirmed.

• If there is no key input for about 55 seconds while the Inquiring Code is displayed, the menu will close. If necessary, repeat the process from (1).

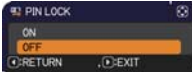
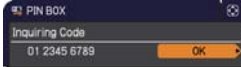


Item	Description
SECURITY PASSWORD CHANGE	(1) Use the ▲/▼ buttons on the SECURITY menu to select SECURITY PASSWORD CHANGE and press the ► button to display the ENTER NEW PASSWORD box. (2) Use the ▲/▼/◀/▶ buttons to enter the new password. (3) Move the cursor to the right side of the ENTER NEW PASSWORD box and press the ► button to display the NEW PASSWORD AGAIN box, enter the same password again. (4) Move the cursor to the right side of the NEW PASSWORD AGAIN box and press the ► button and the NOTE NEW PASSWORD box will be displayed for about 30 seconds, please make note of the password during this time. Pressing the ENTER button on the remote control or ► button on the projector will close the NOTE NEW PASSWORD box. • Please do not forget your password.

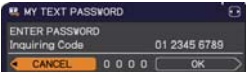


Item	Description
MyScreen PASSWORD	The MyScreen PASSWORD function can be used to prohibit access to the MyScreen function and prevent the currently registered MyScreen image from being overwritten. 1 Turning on the MyScreen PASSWORD 1-1 Use the ▲/▼ buttons on the SECURITY menu to select MyScreen PASSWORD and press the ► button to display the MyScreen PASSWORD on/off menu.  1-2 Use the ▲/▼ buttons on the MyScreen PASSWORD on/off menu to select ON. The ENTER NEW PASSWORD box (small) will be displayed.  1-3 Use the ▲/▼/◀/▶ buttons to enter the password. Move the cursor to the right side of the ENTER NEW PASSWORD box (small) and press the ► button to display the NEW PASSWORD AGAIN box, enter the same PASSWORD AGAIN.  1-4 Move the cursor to the right side of the NEW PASSWORD AGAIN box and press the ► button to display the NOTE NEW PASSWORD box for about 30 seconds, please make note of the password during this time.  Pressing the ENTER button on the remote control or ► button on the projector will return to MyScreen PASSWORD on/off menu. When a password is set for MyScreen: • The MyScreen registration function (and menu) will be unavailable. • The MyScreen Lock menu will be unavailable. • The START UP setting will be locked on MyScreen (and the menu will be unavailable). Turning the MyScreen PASSWORD off will allow normal operation of these functions. • Please do not forget your MyScreen PASSWORD. 2 Turning off the MyScreen PASSWORD 2-1 Follow the procedure in 1-1 to display the MyScreen PASSWORD on/off menu. 2-2 Select OFF to display the ENTER PASSWORD box (large). Enter the registered password and the screen will return to the MyScreen PASSWORD on/off menu.  If an incorrect PASSWORD is input, the menu will close. If necessary, repeat the process from 2-1. 3 If you have forgotten your password 3-1 Follow the procedure in 1-1 to display the MyScreen PASSWORD on/off menu. 3-2 Select OFF to display the ENTER PASSWORD box (large). The 10 digit Inquiring Code will be displayed inside the box. 3-3 Contact your dealer with the 10 digit Inquiring Code. Your password will be sent after your user registration information is confirmed.

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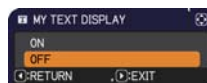
Item	Description
PIN LOCK	PIN LOCK is a function which prevents the projector from being used unless a registered Code is input. 1 Turning on the PIN LOCK 1-1 Use the ▲/▼ buttons on the SECURITY menu to select PIN LOCK and press the ► button or the ENTER button to display the PIN LOCK on/off menu.  1-2 Use the ▲/▼ buttons on the PIN LOCK on/off menu to select ON and the Enter PIN Code box will be displayed.  1-3 Input a 4 part PIN code using the ▲/▼/◀/▶, COMPUTER 1 or INPUT button. The PIN Code again box will appear. Reenter the same PIN code. This will complete the PIN code registration.  • If there is no key input for about 55 seconds while the Enter PIN Code box or the PIN Code again box is displayed, the menu will close. If necessary, repeat the process from 1-1. Afterwards, anytime the projector is restarted after AC power is turned off the Enter PIN Code box will be displayed. Enter the registered PIN code. The projector can be used after entering the registered PIN code. If an incorrect PIN code is input, the Enter PIN code box will be displayed again. If an incorrect PIN code is input 3 times, the projector will turn off. Afterwards the projector will turn off every time an incorrect PIN code is input. The projector will also turn off if there is no key input for about 5 minutes while the Enter PIN code box is displayed. This function will activate only when the projector is started after AC power is turned off. • Please do not forget your PIN code. 2 Turning off the PIN LOCK 2-1 Follow the procedure in 1-1 to display the PIN LOCK on/off menu. 2-2 Use the ▲/▼ buttons to select OFF and the Enter PIN Code box will be displayed. Enter the registered PIN code to turn the PIN LOCK function off. If an incorrect PIN code is input 3 times, the projector will turn off. 3 If you have forgotten your PIN code 3-1 While the Enter PIN code box is displayed, press and hold the RESET button for three seconds or press and hold the INPUT button for 3 seconds while pressing the ► button on the projector. The 10 digit Inquiring Code will be displayed. • If there is no key input for about 5 minutes while the Inquiring Code is displayed, the projector will turn off.  3-2 Contact your dealer with the 10 digit Inquiring Code. Your PIN code will be sent after your user registration information is confirmed.

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Item	Description
MY TEXT PASSWORD	The MY TEXT PASSWORD function can prevent the MY TEXT from being overwritten. When the password is set for the MY TEXT; • The MY TEXT DISPLAY menu will be unavailable, which can prohibit changing the DISPLAY setting. • The MY TEXT WRITING menu will be unavailable, which can prevent the MY TEXT from being overwritten. 1 Turning on the MY TEXT PASSWORD 1-1 Use the ▲/▼ buttons on the SECURITY menu to select the MY TEXT PASSWORD and press the ► button to display the MY TEXT PASSWORD on/off menu.  1-2 Use the ▲/▼ buttons on the MY TEXT PASSWORD menu to select ON. The ENTER NEW PASSWORD box (small) will be displayed.  1-3 Use the ▲/▼/◀/▶ buttons to enter the password. Move the cursor to the right side of the ENTER NEW PASSWORD box (small) and press the ► button to display the NEW PASSWORD AGAIN box, and then enter the same password again.  1-4 Move the cursor to the right side of the NEW PASSWORD AGAIN box and press ► button to display the NOTE NEW PASSWORD box for about 30 seconds, then please make note of the password during this time.  Pressing the ENTER button on the remote control or ► button on the projector will return to the MY TEXT PASSWORD on/off menu. 2 Turning off the MY TEXT PASSWORD 2-1 Follow the procedure in 1-1 to display the MY TEXT PASSWORD on/off menu. 2-2 Select OFF to display the ENTER PASSWORD box (large). Enter the registered password and the screen will return to the MY TEXT PASSWORD on/off menu.  If an incorrect password is input, the menu will close. If necessary, repeat the process from 2-1 3 If you have forgotten your password 3-1 Follow the procedure in 1-1 to display the MY TEXT PASSWORD on/off menu. 3-2 Select OFF to display the ENTER PASSWORD box (large). The 10 digit inquiring code will be displayed inside the box. 3-3 Contact your dealer with the 10 digit inquiring code. Your password will be sent after your user registration information is confirmed.

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Item	Description
MY TEXT DISPLAY	(1) Use the ▲/▼ buttons on the SECURITY menu to select the MY TEXT DISPLAY and press the ► or ENTER button to display the MY TEXT DISPLAY on/off menu. (2) Use the ▲/▼ buttons on the MY TEXT DISPLAY on/off menu to select on or off. ON ⇔ OFF When it is set ON, the MY TEXT will be displayed on the START UP screen and the INPUT_INFORMATION when the INFORMATION on the SERVICE menu is chosen. • This function is available only when the MY TEXT PASSWORD function is set to the OFF.
MY TEXT WRITING	(1) Use the ▲/▼ buttons on the SECURITY menu to select the MY TEXT WRITING and press the ► button. The MY TEXT WRITING dialog will be displayed. (2) The current MY TEXT will be displayed on the first 3 lines. If not yet written, the lines will be blank. Use the ▲/▼/◀/▶ buttons and the ENTER or INPUT button to select and enter characters. To erase 1 character at one time, press the RESET button or press the ◀ and INPUT button at the same time. Also if you move the cursor to DELETE or ALL CLEAR on screen and press the ENTER or INPUT button, 1 character or all characters will be erased. The MY TEXT can be input up to 24 characters on each line. (3) To change an already inserted character, press the ▲/▼ button to move the cursor to one of the first 3 lines, and use the ◀/▶ buttons to move the cursor on the character to be changed. After pressing the ENTER or INPUT button, the character is selected. Then, follow the same procedure as described at the item (2) above. (4) To finish entering text, move the cursor to the OK on screen and press the ►, ENTER or INPUT button. To revert to the previous MY TEXT without saving changes, move the cursor to the CANCEL on screen and press the ◀, ENTER or INPUT button. • The MY TEXT WRITING function is available only when the MY TEXT PASSWORD function is set to OFF.



(continued on next page)

Item	Description
SECURITY INDICATOR	Selecting this item displays the SECURITY INDICATOR dialog. Use the ▲/▼ buttons to select ON or OFF. ON ⇄ OFF When ON is selected while PIN LOCK is ON, the SECURITY indicator blinks in yellow in the standby mode (📖70, 95).
STACK LOCK	Selecting this item displays the STACK LOCK dialog. For more information, please see Instant Stack Guide.

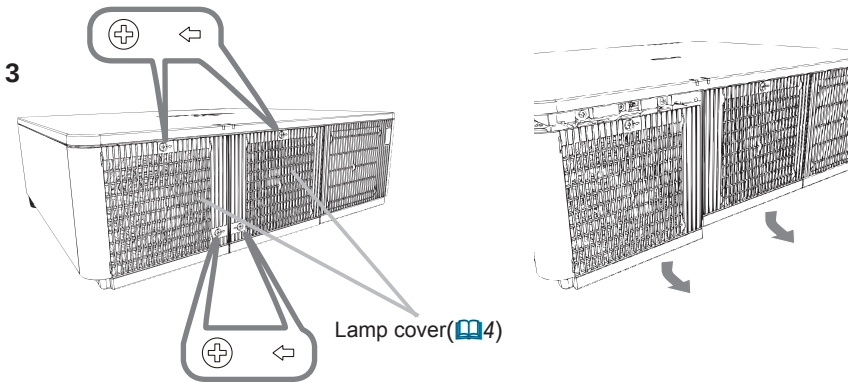
Maintenance

Replacing the lamp

A lamp has finite product life. Using the lamp for long periods of time could cause the pictures darker or the color tone poor. Note that each lamp has a different lifetime, and some may burst or burn out soon after you start using them. Preparation of a new lamp and early replacement are recommended. To prepare a new lamp, make contact with your dealer and tell the lamp type number.

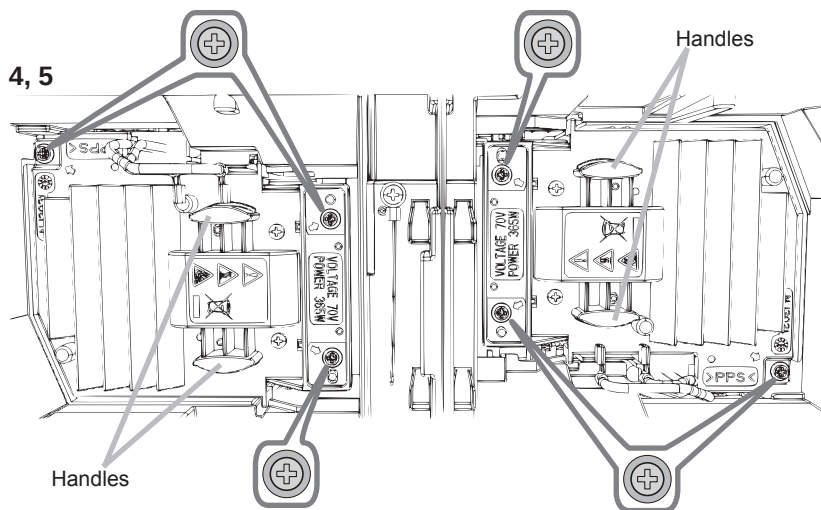
Type number : DT01581

1. Turn the projector off, and unplug the power cord. Allow the projector to cool for at least 45 minutes.
2. Prepare a new lamp. If the projector is mounted with specified mounting accessories, or if the lamp has broken, also ask the dealer to replace the lamp. In case of replacement by yourself, follow the following procedure.
3. Loosen the screw (marked by arrow) of the lamp cover and then slide down and lift the lamp cover to remove it. The lamp cover is tied to a short wire to prevent from falling.



Replacing the lamp (continued)

4. Loosen the 3 screws (marked by arrow) of the lamp, and slowly pull the lamp out by the handles. Never loosen any other screws.



5. Insert the new lamp, and retighten firmly the 3 screws of the lamp that are loosened in the previous process to lock it in place.
6. While putting the interlocking parts of the lamp cover and the projector together, slide the lamp cover back in place. Then firmly fasten the screw of the lamp cover.
7. Turn the projector on and reset the lamp time using the LAMP TIME item in the OPTION menu.
- (1) Press the **MENU** button to display a menu.
 - (2) Select as the following using the cursor button.
EASY MENU > ADVANCED MENU > SETUP > LAMP & FILTER
 - (3) Select LAMP-1 TIME or LAMP-2 TIME.
 - (4) Press the ► button to select "OK" on the dialog. It performs resetting the lamp time.

⚠CAUTION ► Do not touch the interior of the projector, while the lamp is taken out.

NOTE • Please reset the lamp time only when you have replaced the lamp, for a suitable indication about the lamp.

Lamp cover is assembled with cooling fan, please handle with care.

Replacing the lamp (continued)

Lamp warning



HIGH VOLTAGE



HIGH TEMPERATURE



HIGH PRESSURE

⚠ WARNING ► The projector uses a high-pressure mercury glass lamp. The lamp can break with a loud bang, or burn out, if jolted or scratched, handled while hot, or worn over time. Note that each lamp has a different lifetime, and some may burst or burn out soon after you start using them. In addition, if the bulb bursts, it is possible for shards of glass to fly into the lamp housing, and for gas containing mercury and dust containing fine particles of glass to escape from the projector's vent holes.

► **About disposal of a lamp:** This product contains a mercury lamp; do not put it in a trash. Dispose of it in accordance with environmental laws.

- For lamp recycling, go to www.lamprecycle.org (in the US).
- For product disposal, consult your local government agency or www.eiae.org (in the US) or www.epsc.ca (in Canada).

For more information, call your dealer.



Disconnect
the plug
from the
power
outlet

- If the lamp should break (it will make a loud bang when it does), unplug the power cord from the outlet, and make sure to request a replacement lamp from your local dealer. Note that shards of glass could damage the projector's internals, or cause injury during handling, so please do not try to clean the projector or replace the lamp yourself.
- If the lamp should break (it will make a loud bang when it does), ventilate the room well, and make sure not to inhale the gas or fine particles that come out from the projector's vent holes, and not to get them into your eyes or mouth.
- Before replacing the lamp, turn the projector off and unplug the power cord, then wait at least 45 minutes for the lamp to cool sufficiently. Handling the lamp while hot can cause burns, as well as damaging the lamp.



- Never unscrew except the appointed (marked by an arrow) screws.
- Do not open the lamp cover while the projector is suspended from a ceiling. This is dangerous, since if the lamp's bulb has broken, the shards will fall out when the cover is opened. In addition, working in high places is dangerous, so ask your local dealer to have the lamp replaced even if the bulb is not broken.
- Do not use the projector with the lamp cover removed. At the lamp replacing, make sure that the screws are screwed in firmly. Loose screws could result in damage or injury.



- Use only the lamp of the specified type. Use of a lamp that does not meet the lamp specifications for this model could cause a fire, damage or shorten the life of this product.
- If the lamp breaks soon after the first time it is used, it is possible that there are electrical problems elsewhere besides the lamp. If this happens, consult your local dealer or a service representative.
- Handle with care: jolting or scratching could cause the lamp bulb to burst during use.
- Using the lamp for long periods of time, could cause it dark, not to light up or to burst. When the pictures appear dark, or when the color tone is poor, please replace the lamp as soon as possible. Do not use old (used) lamps; this is a cause of breakage.

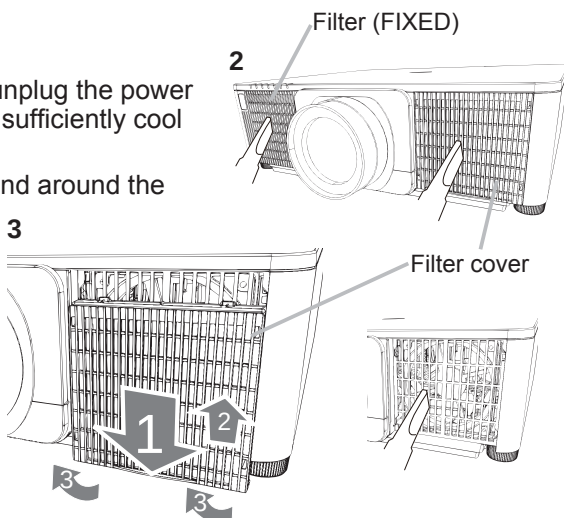
Cleaning and replacing the air filter

Please check and clean the air filter periodically. When the indicators or a message prompts you to clean the air filter, comply with it as soon as possible. Replace the filters when they are damaged or too soiled.

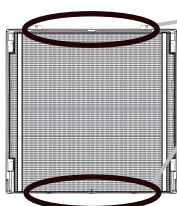
Request for a filter set with the following type number from your dealer when purchasing a new one.

Type number : UX39551

1. Turn the projector off, and unplug the power cord. Allow the projector to sufficiently cool down.
2. Use a vacuum cleaner on and around the filter cover.
3. Slide the filter unit downward to the lower end. Then, slightly lift to remove it.

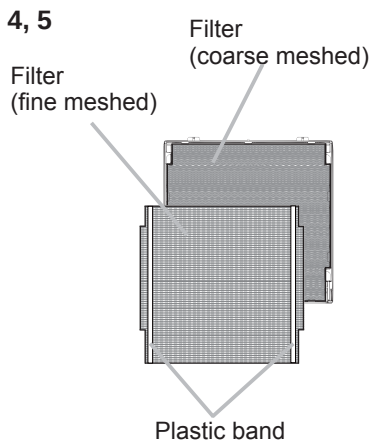


4. Take the fine meshed filter out while holding the filter cover. It is recommended to leave the coarse meshed filter in the filter cover as it is.



Remove the Filter(fine meshed) either from upper side or from lower side only. Do not remove the Filter(fine meshed) from the other sides to prevent from tearing apart.

5. Use a vacuum cleaner on both sides of the fine meshed filter while holding it so it will not be sucked in. Use a vacuum cleaner for the inside of the filter cover to clean up the coarse meshed filter. If the filters are damaged or heavily soiled, replace them with new ones.
6. Place the filter back into the filter cover, making sure the plastic band is on the upper side.
7. Install the filter unit back into the projector.



Cleaning and replacing the air filter (continued)

8. Turn the projector on and reset the filter time using the FILTER TIME item in the EASY MENU.
- (1) Press the **MENU** button to display a menu.
 - (2) Point at the FILTER TIME using the **▲/▼** cursor buttons, then press the **▶** cursor (or the **ENTER** / the **RESET**) button. A dialog will appear.
 - (3) Press the **▶** cursor button to select the “OK” on the dialog. It performs resetting the filter time.

⚠ WARNING ▶ Before taking care of the air filter, make sure the power cable is not plugged in, then allow the projector to cool sufficiently.

▶ Use only the air filter of the specified type. Do not use the projector without the air filter or the filter cover. It could result in a fire or malfunction to the projector.

▶ Clean the air filter periodically. If the air filter becomes clogged by dust or the like, internal temperatures rise and could cause a fire, a burn or malfunction to the projector.

NOTE • Please reset the filter time only when you have cleaned or replaced the air filter, for a suitable indication about the air filter.

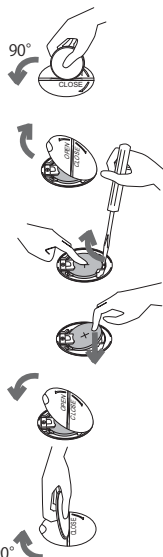
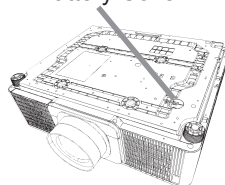
• The projector may display the message such as the “CHECK THE AIR FLOW” or turn off the projector, to prevent the internal heat level rising.

Replacing the internal clock battery

Consumption of the battery makes the clock not to work correctly. When the clock is inaccurate or stopped, please replace the battery according to the following procedures.

1. Turn the projector off, and unplug the power cord. Allow the projector to cool sufficiently.
2. After making sure that the projector has cooled adequately, slowly turn over the projector, so that the bottom is facing.
3. Turn the battery cover fully in the direction indicated “**OPEN**” using a coin or the like, and pick the cover up to remove it.
4. Pry up the battery using a flathead screwdriver or the like to take it out. While prying it up, put a finger lightly on the battery since it may pop out of the holder.
5. Replace the battery with a new **HITACHI MAXELL**, Part No.**CR2032** or **CR2032H**. Slide the battery in under the plastic claw, and push it into the holder until it clicks.
6. Replace the battery cover in place, then turn it in the direction indicated “**CLOSE**” using such as coins, to fix.

Battery Cover



△WARNING ► Always handle the batteries with care and use them only as directed. Battery may explode if mistreated. Do not recharge, disassemble or dispose of in fire.

And also improper use may result in cracking or leakage, which could result in fire, injury and/or pollution of the surrounding environment.

- Be sure to use only the batteries specified.
- Make sure the plus and minus terminals are correctly aligned when loading a battery.
- Keep a battery away from children and pets. If swallowed consult a physician immediately for emergency treatment.
- Do not short circuit or solder a battery.
- Do not allow a battery in a fire or water. Keep batteries in a dark, cool and dry place.
- If you observe battery leakage, wipe out the leakage and then replace a battery. If the leakage adheres to your body or clothes, rinse well with water immediately.
- Obey the local laws on disposing a battery.

Other care

Inside of the projector

In order to ensure the safe use of your projector, please have it cleaned and inspected by your dealer about once every year.

Caring for the lens

If the lens is flawed, soiled or fogged, it could cause deterioration of display quality. Please take care of the lens, being cautious of handling.

1. Turn the projector off, and unplug the power cord. Allow the projector to cool sufficiently.
2. After making sure that the projector is cool adequately, lightly wipe the lens with a commercially available lens-cleaning wipe. Do not touch the lens directly with your hand.

Caring for the cabinet and remote control

Incorrect care could have adverse influence such as discoloration, peeling paint, etc.

1. Turn the projector off, and unplug the power cord. Allow the projector to cool sufficiently.
2. After making sure that the projector is cool adequately, lightly wipe with gauze or a soft cloth.
If the projector is extremely dirty, dip soft cloth in water or a neutral cleaner diluted in water, and wipe lightly after wringing well. Then, wipe lightly with a soft, dry cloth.

△WARNING ► Before caring, make sure the power cord is not plugged in, and then allow the projector to cool sufficiently. The care in a high temperature state of the projector could cause a burn and/or malfunction to the projector.

► Never try to care for the inside of the projector personally. Doing is so dangerous.

► Avoid wetting the projector or inserting liquids in the projector. It could result in a fire, an electric shock, and/or malfunction to the projector.

- Do not put anything containing water, cleaners or chemicals near the projector.
- Do not use aerosols or sprays.

△CAUTION ► Please take right care of the projector according to the following. Incorrect care could cause not only an injury but adverse influence such as discoloration, peeling paint, etc.

- Do not use cleaners or chemicals other than those specified in this manual.
- Do not polish or wipe with hard objects.

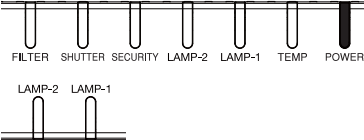
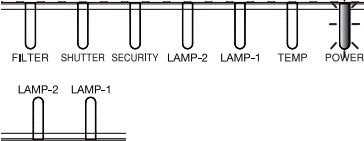
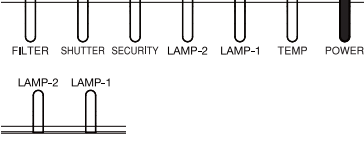
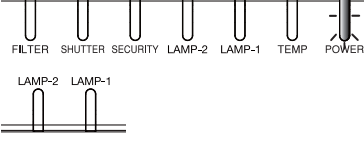
NOTICE ► Do not directly touch the lens surface with hands.

Regarding the indicator lamps

The indicators may differ from usual, check and cope with it according to the following table.

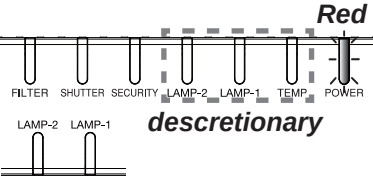
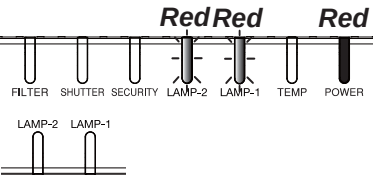
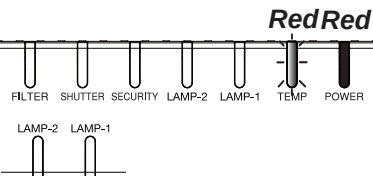
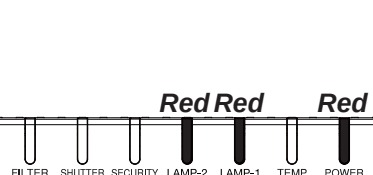
The indicators are described as below.

		
Lit Steady light	Blinking	Off

Indicator Status	Description
Orange 	The projector is in a standby state. Please refer to the section “Power on/off”.
Green 	The projector is warming up. Please wait.
Green 	The projector is in an on state. Ordinary operations may be performed.
Orange 	The projector is cooling down. Please wait.

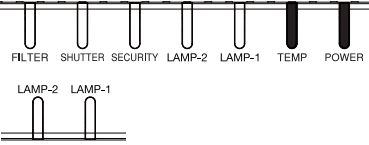
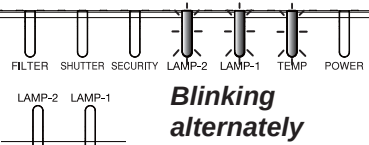
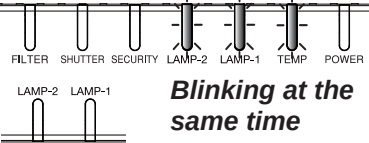
(continued on next page)

Regarding the indicator lamps (continued)

Indicator Status	Description
 The projector is cooling down. A certain error has been detected. Please wait until POWER indicator finishes blinking, and then perform the proper measure using the item descriptions below.	
 The lamp cover has not been properly fixed. Please turn the power off, and allow the projector to cool down at least 45 minutes. After the projector has sufficiently cooled down, please make confirmation of the attachment state of the lamp cover. After performing any needed maintenance, turn the power on again. If the same indication is displayed after the remedy, please contact your dealer or service company.	
 The cooling fan is not operating. Please turn the power off, and allow the projector to cool down at least 20 minutes. After the projector has sufficiently cooled down, please make confirmation that no foreign matter has become caught in the fan, etc., and then turn the power on again. If the same indication is displayed after the remedy, please contact your dealer or service company.	
 The lamp does not light, and there is a possibility that interior portion has become heated. Please turn the power off, and allow the projector to cool down at least 20 minutes. After the projector has sufficiently cooled down, please make confirmation of the following items, and then turn the power on again. • Is there blockage of the air passage aperture? • Is the air filter dirty? • Please use the unit within the temperature range. NORMAL MODE: 0 to 45°C ECO MODE: 0 to 50°C HIGH ALTITUDE: 0 to 40°C If the same indication is displayed after the remedy, please change the lamp referring to the section Replacing the lamp.	

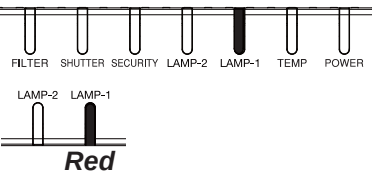
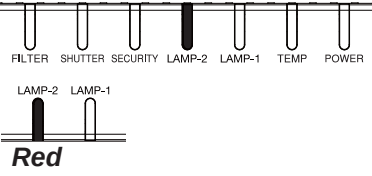
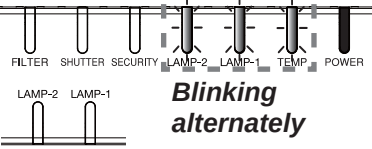
(continued on next page)

Regarding the indicator lamps (continued)

Indicator Status	Description
Red Red 	There is a possibility that the interior portion has become heated. Please turn the power off, and allow the projector to cool down at least 20 minutes. After the projector has sufficiently cooled down, please make confirmation of the following items, and then turn the power on again. • Is there blockage of the air passage aperture? • Is the air filter dirty? • Please use the unit within the temperature range. NORMAL MODE: 0 to 45°C ECO MODE: 0 to 50°C HIGH ALTITUDE: 0 to 40°C • Is the setting for ALTITUDE appropriate? • Is the exhaust air (hot/cold) from peripheral equipments blowing against the ventilation opening of projector? For details on ALTITUDE, refer to ALTITUDE of SERVICE in the OPTION menu. If the projector is used with a wrong setting, it may cause damage to the projector itself or the parts inside.
Red Red Red  Blinking alternately	The interior portion is cold. Please use the unit within the temperature range. NORMAL MODE: 0 to 45°C ECO MODE: 0 to 50°C HIGH ALTITUDE: 0 to 40°C After the treatment, restart the projector.
Red Red Red  Blinking at the same time	It is time to clean the air filter. Please turn the power off immediately, and clean or change the air filter referring to the section Cleaning and replacing the air filter. After cleaning or changing the air filter, please be sure to reset the filter timer. After the remedy, restart the projector.

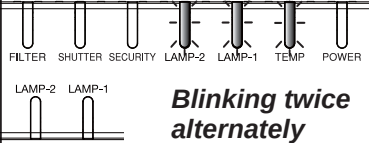
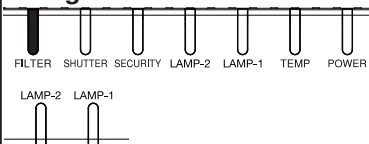
(continued on next page)

Regarding the indicator lamps (continued)

Indicator Status	Description
Red  Red	This is a Lamp-1 warning. Lamp-1 is turned off. Please turn the power off, and allow the projector to cool down at least 45 minutes. Restart the projector. If the same indication is displayed, please contact your dealer or service company.
Red  Red	This is a Lamp-2 warning. Lamp-2 is turned off. Please turn the power off, and allow the projector to cool down at least 45 minutes. Restart the projector. If the same indication is displayed, please contact your dealer or service company.
Red Red  Blinking alternately or Blinking at the same time	Other error has occurred. • Please use the unit within the temperature range. NORMAL MODE: 0 to 45°C ECO MODE: 0 to 50°C HIGH ALTITUDE: 0 to 40°C If the same indication is displayed after the remedy, please contact your dealer or service company.

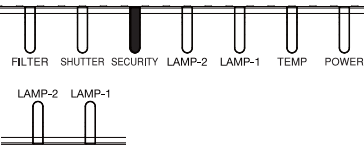
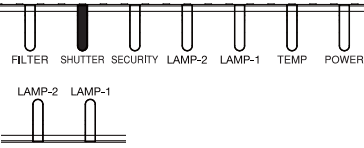
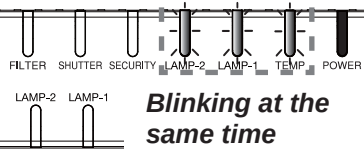
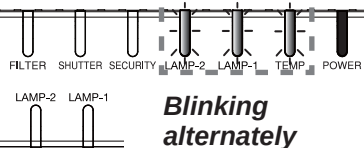
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Regarding the indicator lamps (continued)

Indicator Status	Description
Red Red Red  Blinking twice alternately	Color Wheel error occurred. If the same indication is displayed, please contact your dealer or service company.
Orange or Red 	The air filter is clogged or dirty. (📖112) Please check and clean the air filter Make sure the power cable is not plugged in, then allow the projector to cool sufficiently. In addition, please see the section "There is a possibility that the interior portion has become heated" (📖108).

(continued on next page)

Regarding the indicator lamps (continued)

Indicator Status	Description
Yellow 	PIN LOCK function is active. Please see SECURITY menu > PIN LOCK(📖93) If the same indication is displayed after the remedy, please contact your dealer or service company.
Yellow 	The mechanical lens shade is closed. Press the SHUTTER button on the remote control or on the control panel to open the mechanical lens shade.
Red Green  Blinking at the same time	This is the indication while cleaning or replacing the air filter . Please reset the filter time for a suitable indication.
Red Green  Blinking alternately	There is a possibility that the interior portion has become overcooled. • Please use the unit within the temperature range. NORMAL MODE: 0 to 45°C ECO MODE: 0 to 50°C HIGH ALTITUDE: 0 to 40°C

(continued on next page)

Regarding the indicator lamps (continued)

NOTE • When the interior portion has become overheated, for safety purposes, the projector is automatically shut down, and the indicator lamps may also be turned off. In such a case, disconnect the power cord, and wait at least 45 minutes. After the projector has sufficiently cooled down, please make confirmation of the attachment state of the lamp and lamp cover, and then turn the power on again.

For the **SECURITY** indicator, see SECURITY INDICATOR in the SECURITY menu (📖98).

For the **SHUTTER** indicator, see the section "Temporarily shading the screen" (📖43).

The **FILTER** indicator shows the condition of the air filter. Utilize this feature to keep the interior of the projector in good condition.

FILTER indicator	Description
Turned off	The air filter is clean. No need to clean up.
Lighting In Orange	The air filter is going to be choked. It is recommended to clean it. In addition, please see the section "There is a possibility that the interior portion has become heated" (📖102, 103).
Lighting In Red	The air filter is choked. It is required to turn the power off and clean the air filter immediately. In addition, please see the section "There is a possibility that the interior portion has become heated" (📖102, 103).

NOTE • The **FILTER** indicator might light up in orange or red when something blocks the intake vents even though the air filter is clean.
• The **FILTER** indicator might light up differently from other indicators or display messages related to cleaning the air filter. Follow the prompt that is displayed earlier.

Resetting all settings

When it is hard to correct some wrong settings, the FACTORY RESET function of SERVICE item in OPTION menu (📖91) can reset all settings (except settings such as LANGUAGE, LAMP TIME, FILTER TIME, FILTER MESSAGE, STANDBY MODE, COMMUNICATION, SECURITY and NETWORK) to the factory default.

Specifications

Please see the **Specifications** in the **User's Manual (concise)** which is a book.

End User License Agreement for the Projector Software

- Software in the projector consists of the plural number of independent software modules and there exist our copyright or/and third party copyrights for each of such software modules.
- Be sure to read “End User License Agreement for the Projector Software” which is separated document.

Projector

CP-X9110/CP-WX9210/CP-WU9410

Troubleshooting

If an abnormal operation should occur, stop using the projector immediately.

⚠ WARNING ▶ Never use the projector if abnormal operations such as smoke, strange odor, excessive sound, damaged casing or elements or cables, penetration of liquids or foreign matter, etc. should occur. In such cases, immediately disconnect the power plug from the power outlet. After making sure that the smoke or odor has stopped, contact to your dealer or service company.

Otherwise if a problem occurs with the projector, the following checks and measures are recommended before requesting repair.

If this does not resolve the problem, please contact your dealer or service company. They will tell you what warranty condition is applied.

Warnings displayed on the Status Monitor

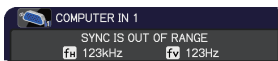
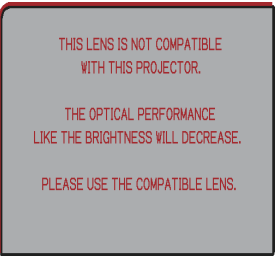
If an error occurs, a warning will be displayed on the Status Monitor ( *User's manual - Operating guide*). Resolve the errors referring to the table of the sections "Related messages" and "Regarding the indicator lamps" when the warning is displayed.

Related messages

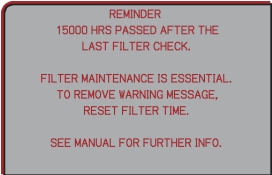
When some message appears, check and cope with it according to the following table. Although these messages will be automatically disappeared around several minutes, it will be reappeared every time the power is turned on.

Message	Description
 COMPUTER IN 1 NO INPUT IS DETECTED	There is no input signal. Please confirm the signal input connection, and the status of the signal source.
Waiting for connection	Projector is waiting for an image file. Check the hardware connection, settings on the projector and network-related settings.
Waiting for connection PASSCODE : 0000-0000-0000 PROJECTOR NAME : Projector_Name	The computer-Projector network connection might be disconnected. Please re-connect them.

Related messages (continued)

Message	Description
	The horizontal or vertical frequency of the input signal is not within the specified range. Please confirm the specs for your projector or the signal source specs.
	An improper signal is input. Please confirm the specs for your projector or the signal source specs.
	The internal temperature is rising. Please turn the power off, and allow the projector to cool down at least 20 minutes. After having confirmed the following items, please turn the power ON again. • Is there blockage of the air passage aperture? • Is the air filter dirty? • Please use the unit within the temperature range; NORMAL MODE: 0 to 45 °C ECO MODE: 0 to 50 °C HIGH ALTITUDE : 0 to 40 °C ( User's Manual (concise)). • Is the setting for ALTITUDE appropriate? • Is the exhaust air (hot/cold) from peripheral equipments blowing against the ventilation opening of projector? For details of ALTITUDE, refer to ALTITUDE of SERVICE in the OPTION menu ( User's Manual - Operating guide). If the projector is used with a wrong setting, it may cause damage to the projector itself or the parts inside.
	The installed lens is incompatible. Optical performance will decrease. •The LENS TYPE is set to AUTO (OPTION > SERVICE > LENS TYPE), and the lens SD-903W is used at XGA model or SD-903X is used at WX/WUX model which are not compatible. •The LENS TYPE may not be properly set. Check and set for appropriate LENS TYPE.

Related messages (continued)

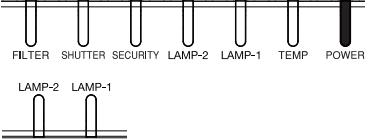
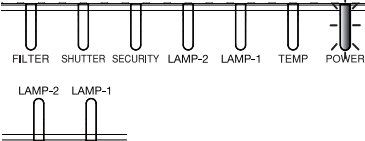
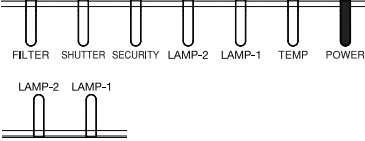
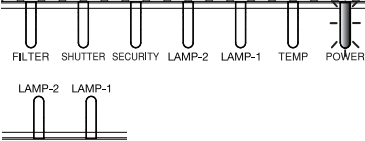
Message	Description
	A note of precaution when cleaning the air filter. Please immediately turn the power off, and clean or change the air filter referring to the Cleaning and replacing the air filter section of this manual. After you have cleaned or changed the air filter, please be sure to reset the filter timer ( <i>User's Manual - Operating guide</i>).
	The button operation is not available. Check the button you are going to use ( <i>User's Manual - Operating guide</i>). Even when a usable button is pressed, all button operations are not available under the following conditions. - While the lens is moving, button operation from the control panel or the remote control might be ignored. - Pressing the one of buttons to call a signal input might be ignored, when all the input ports belonging to the category the button's name shows are set to the "SKIP" by the item SOURCE SKIP of the OPTION menu.
	The humidity around the projector exceeds the operating humidity range. Please turn the power off. - Set up the projector in a location with a humidity of 0% to 90% (no condensation). If the same indication is displayed after the remedy, please contact your dealer or service company.

Regarding the indicator lamps

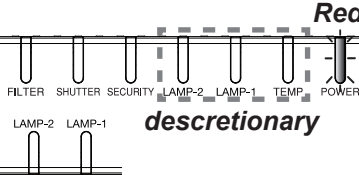
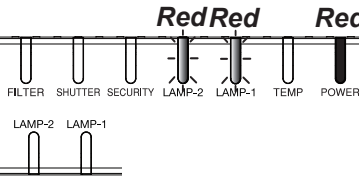
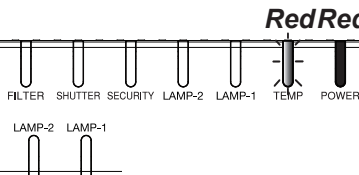
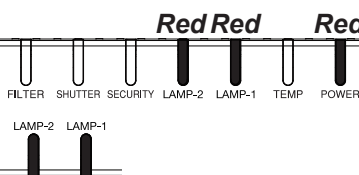
The indicators may differ from usual, check and cope with it according to the following table.

The indicators are described as below.

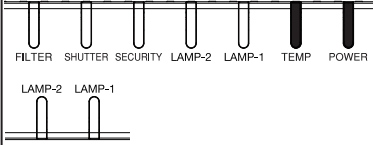
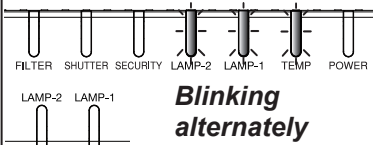
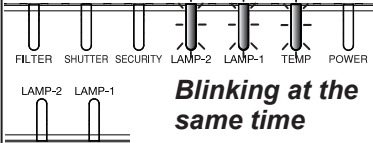
		
Lit Steady light	Blinking	Off

Indicator Status	Description
Orange 	The projector is in a standby state. Please refer to the section “Power on/off”.
Green 	The projector is warming up. Please wait.
Green 	The projector is in an on state. Ordinary operations may be performed.
Orange 	The projector is cooling down. Please wait.

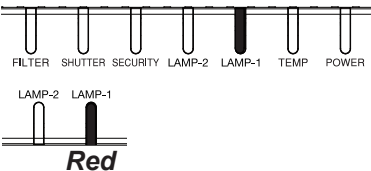
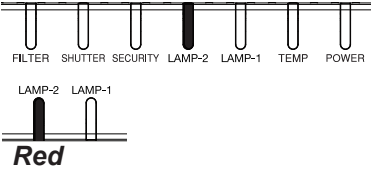
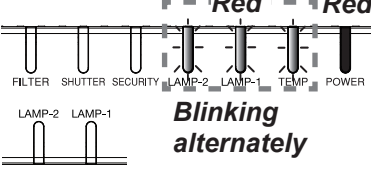
Regarding the indicator lamps (continued)

Indicator Status	Description
	The projector is cooling down. A certain error has been detected. Please wait until POWER indicator finishes blinking, and then perform the proper measure using the item descriptions below.
	The lamp cover has not been properly fixed. Please turn the power off, and allow the projector to cool down at least 45 minutes. After the projector has sufficiently cooled down, please make confirmation of the attachment state of the lamp cover. After performing any needed maintenance, turn the power on again. If the same indication is displayed after the remedy, please contact your dealer or service company.
	The cooling fan is not operating. Please turn the power off, and allow the projector to cool down at least 20 minutes. After the projector has sufficiently cooled down, please make confirmation that no foreign matter has become caught in the fan, etc., and then turn the power on again. If the same indication is displayed after the remedy, please contact your dealer or service company.
	The lamp does not light, and there is a possibility that interior portion has become heated. Please turn the power off, and allow the projector to cool down at least 20 minutes. After the projector has sufficiently cooled down, please make confirmation of the following items, and then turn the power on again. • Is there blockage of the air passage aperture? • Is the air filter dirty? • Please use the unit within the temperature range. NORMAL MODE: 0 to 45°C ECO MODE: 0 to 50°C HIGH ALTITUDE: 0 to 40°C If the same indication is displayed after the remedy, please change the lamp referring to the section Replacing the lamp.

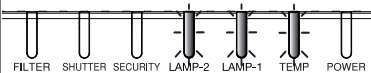
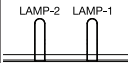
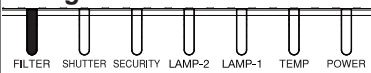
Regarding the indicator lamps (continued)

Indicator Status	Description
Red Red 	There is a possibility that the interior portion has become heated. Please turn the power off, and allow the projector to cool down at least 20 minutes. After the projector has sufficiently cooled down, please make confirmation of the following items, and then turn the power on again. • Is there blockage of the air passage aperture? • Is the air filter dirty? • Please use the unit within the temperature range. NORMAL MODE: 0 to 45°C ECO MODE: 0 to 50°C HIGH ALTITUDE: 0 to 40°C • Is the setting for ALTITUDE appropriate? • Is the exhaust air (hot/cold) from peripheral equipments blowing against the ventilation opening of projector? For details on ALTITUDE, refer to ALTITUDE of SERVICE in the OPTION menu. If the projector is used with a wrong setting, it may cause damage to the projector itself or the parts inside.
Red Red Red  Blinking alternately	The interior portion is cold. Please use the unit within the temperature range. NORMAL MODE: 0 to 45°C ECO MODE: 0 to 50°C HIGH ALTITUDE: 0 to 40°C After the treatment, restart the projector.
Red Red Red  Blinking at the same time	It is time to clean the air filter. Please turn the power off immediately, and clean or change the air filter referring to the section Cleaning and replacing the air filter. After cleaning or changing the air filter, please be sure to reset the filter timer. After the remedy, restart the projector.

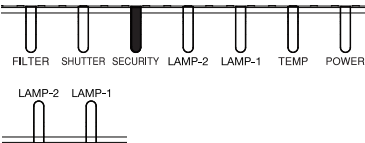
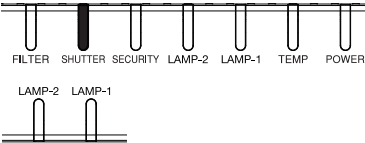
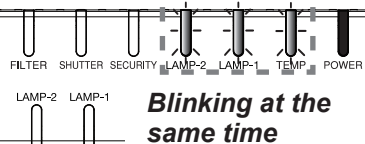
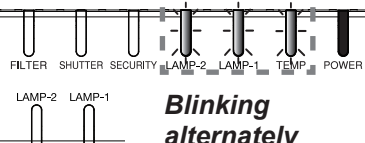
Regarding the indicator lamps (continued)

Indicator Status	Description
Red  Red	This is a Lamp-1 warning. Lamp-1 is turned off. Please turn the power off, and allow the projector to cool down at least 45 minutes. Restart the projector. If the same indication is displayed, please contact your dealer or service company.
Red  Red	This is a Lamp-2 warning. Lamp-2 is turned off. Please turn the power off, and allow the projector to cool down at least 45 minutes. Restart the projector. If the same indication is displayed, please contact your dealer or service company.
Red Red  Blinking alternately or Blinking at the same time	Other error has occurred. • Please use the unit within the temperature range. NORMAL MODE: 0 to 45°C ECO MODE: 0 to 50°C HIGH ALTITUDE: 0 to 40°C If the same indication is displayed after the remedy, please contact your dealer or service company.

Regarding the indicator lamps (continued)

Indicator Status	Description
Red Red Red  Blink twice alternately 	Color Wheel error occurred. If the same indication is displayed, please contact your dealer or service company.
Orange or Red  	The air filter is clogged or dirty. ( User's Manual - Operating guide) Please check and clean the air filter Make sure the power cable is not plugged in, then allow the projector to cool sufficiently. In addition, please see the section "There is a possibility that the interior portion has become heated" ( User's Manual - Operating guide).

Regarding the indicator lamps (continued)

Indicator Status	Description
Yellow  FILTER SHUTTER SECURITY LAMP-2 LAMP-1 TEMP POWER LAMP-2 LAMP-1	PIN LOCK function is active. Please see SECURITY menu > PIN LOCK( <i>User's Manual - Operating guide</i>) If the same indication is displayed after the remedy, please contact your dealer or service company.
Yellow  FILTER SHUTTER SECURITY LAMP-2 LAMP-1 TEMP POWER LAMP-2 LAMP-1	The mechanical lens shade is closed. Press the SHUTTER button on the remote control or on the control panel to open the mechanical lens shade.
Red Green  FILTER SHUTTER SECURITY LAMP-2 LAMP-1 TEMP POWER LAMP-2 LAMP-1 Blinking at the same time	This is the indication while cleaning or replacing the air filter . Please reset the filter time for a suitable indication.
Red Green  FILTER SHUTTER SECURITY LAMP-2 LAMP-1 TEMP POWER LAMP-2 LAMP-1 Blinking alternately	There is a possibility that the interior portion has become overcooled. • Please use the unit within the temperature range. NORMAL MODE: 0 to 45°C ECO MODE: 0 to 50°C HIGH ALTITUDE: 0 to 40°C

Regarding the indicator lamps (continued)

NOTE • When the interior portion has become overheated, for safety purposes, the projector is automatically shut down, and the indicator lamps may also be turned off. In such a case, disconnect the power cord, and wait at least 45 minutes. After the projector has sufficiently cooled down, please make confirmation of the attachment state of the lamp and lamp cover, and then turn the power on again.

For the **SECURITY** indicator, see SECURITY INDICATOR in the SECURITY menu ([User's Manual - Operating guide](#)).

For the **SHUTTER** indicator, see the section "Temporarily shading the screen" ([User's Manual - Operating guide](#)).

The **FILTER** indicator shows the condition of the air filter. Utilize this feature to keep the interior of the projector in good condition.

FILTER indicator	Description
Turned off	The air filter is clean. No need to clean up.
Lighting In Orange	The air filter is going to be choked. It is recommended to clean it. In addition, please see the section "There is a possibility that the interior portion has become heated" (User's Manual - Operating guide).
Lighting In Red	The air filter is choked. It is required to turn the power off and clean the air filter immediately. In addition, please see the section "There is a possibility that the interior portion has become heated" (User's Manual - Operating guide).

NOTE • The **FILTER** indicator might light up in orange or red when something blocks the intake vents even though the air filter is clean.
• The **FILTER** indicator might light up differently from other indicators or display messages related to cleaning the air filter. Follow the prompt that is displayed earlier.

Resetting all settings

When it is hard to correct some wrong settings, the FACTORY RESET function of SERVICE item in OPTION menu ([User's Manual - Operating guide](#)) can reset all settings (except settings such as LANGUAGE, LAMP TIME, FILTER TIME, FILTER MESSAGE, STANDBY MODE, COMMUNICATION, SECURITY and NETWORK) to the factory default.

Phenomena that may be easy to be mistaken for machine defects

About the phenomenon confused with a machine defect, check and cope with it according to the following table.

Phenomenon	Cases not involving a machine defect
Power does not come on.	The electrical power cord is not plugged in. Connect the power cord correctly.
	The main power source has been interrupted during operation such as by a power outage (blackout), etc. Please disconnect the power plug from the power outlet, and allow the projector to cool down at least 10 minutes, then turn the power on again.
	Either there is no lamp and/or lamp cover, or either of these has not been properly fixed. Please turn the power off and disconnect the power plug from the power outlet, and allow the projector to cool down at least 45 minutes. After the projector has sufficiently cooled down, please make confirmation of the attachment state of the lamp and lamp cover, and then turn the power on again.
Pictures are not displayed	Signal source does not correctly work. Set up the signal source device correctly by referring to the manual of the source device.
	The input changeover settings are mismatched. Select the input signal, and correct the settings.

Phenomena that may be easy to be mistaken for machine defects (continued)

Phenomenon	Cases not involving a machine defect
Pictures are not displayed. (continued)	The signal cables are not correctly connected. Correctly connect the connection cables.
	The brightness is adjusted to an extremely low level. Adjust BRIGHTNESS to a higher level using the menu function.
	The computer cannot detect the projector as a plug and play monitor. Make sure that the computer can detect a plug and play monitor using another plug and play monitor.
	The lens shade is closed. Check whether the SHUTTER indicator is blinking. If it is blinking, press SHUTTER button on the control panel.
The remote control does not work.	Batteries in the remote control may be drained. Replace the batteries.
	The ID numbers set in the projector and the remote control are different. Press the ID button with the same ID number as the projector, then perform the desired operation. The ID number set in the projector can be displayed by pressing any of the ID buttons on the remote control for 3 seconds while the lamp is on.
Buttons does not work	OSD MESSAGE is set to INHIBIT. Press the OSD button on the remote control for 3sec. The INHIBIT OSD will be displayed. While this OSD is displayed, press the OSD button again on the remote control. Select NORMAL.
Video screen display freezes.	The FREEZE function is working. Press FREEZE button to restore the screen to normal.
Colors have a faded- out appearance, or color tone is poor.	Color settings are not correctly adjusted. Perform picture adjustments by changing the COLOR TEMP, COLOR and/or TINT settings, using the menu functions.
	COLOR SPACE setting is not suitable. Change the COLOR SPACE setting to AUTO, RGB, SMPTE240, REC709 or REC601.

Phenomena that may be easy to be mistaken for machine defects (continued)

Phenomenon	Cases not involving a machine defect
Pictures appear dark.	The brightness and/or contrast are adjusted to an extremely low level. Adjust BRIGHTNESS and/or CONTRAST settings to a higher level using the menu function.
	The projector is operating in Eco mode. Set ECO MODE to NORMAL in the SETUP menu.
	The lamp is approaching the end of its product lifetime. Replace the lamp.
	Only one lamp is running. Check the LAMP MODE.
	The ambient temperature and humidity of the projector is too high. The projector will operate in ECO mode as the ambient temperature exceeds 45°C and humidity exceeds 90%.
	RICH COLOR mode is selected in COLOR WHEEL. Try to switch the COLOR WHEEL to BRIGHT mode.
Pictures appear blurry.	High humidity environment The brightness may decrease automatically, if the projector is used at high humidity environment. •Please use the unit within the humidity range. 0 to 90%RH (no condensation)
	Either the focus and/or horizontal phase settings are not properly adjusted. Adjust the focus using the FOCUS + / - buttons, and/or H PHASE using the menu function.
	The lens is dirty or misty. Clean the lens referring to the Optional Lens User's Manual.

Phenomena that may be easy to be mistaken for machine defects (continued)

Phenomenon	Cases not involving a machine defect
Some kind of image degradation such as flickering or stripes appear on screen.	Flicker may appear on screen Switch the lamp ON and OFF or try to switch the Lamp mode once from NORMAL to ECO.
	The OVER SCAN ratio is too big. Adjust OVER SCAN in the IMAGE menu smaller.
	Excessive VIDEO NR. Change the setting of VIDEO NR in the INPUT menu.
	The FRAME LOCK function cannot work on the current input signal. Set FRAME LOCK in the INPUT menu to OFF.
The image is unstable or is output intermittently.	When LAN, HDBaseT port is selected, some parts of the output may be missing due to signal processing delay. Change the signal or use another port.
RS-232C does not work.	The SAVING function is working. Select NORMAL for STANDBY MODE item in the SETUP menu.
	The COMMUNICATION TYPE for the CONTROL port is set to NETWORK BRIDGE. Select OFF for COMMUNICATION TYPE item in the OPTION - SERVICE - COMMUNICATION menu.
Network does not work	The SAVING function is working. Select NORMAL for STANDBY MODE item in the SETUP menu.
	The same network address is set for both wireless and wired LAN. Change the network address setting for wireless or wired LAN.
	Wrong settings on WIRED NETWORK Select the correct port for LAN connection at the WIRED NETWORK under NETWORK menu.
The IR and RS-232C does not work on HDBaseT™ connection	The SAVING function is working. Select NORMAL for STANDBY MODE item in the SETUP menu.

Phenomena that may be easy to be mistaken for machine defects (continued)

Phenomenon	Cases not involving a machine defect
HDBaseT connection does not work	The SAVING function is working. Select NORMAL for STANDBY MODE item in the SETUP menu.
	The connected equipment may not be supported by HDBaseT. Refer to User's manual(detailed) for connection.
IR and LAN does not work via HDBaseT™	Check if the IR setting is OFF under HDBaseT. EASY MENU > ADVANCED MENU > OPTION > SERVICE > REMOTE RECEIV.
	Check if the LAN setting is HDBaseT. EASY MENU > ADVANCED MENU > NETWORK > WIRED NETWORK
LAN does not work, if LAN is connected to the projector while having an input signal from HDBaseT	Check if the LAN setting is HDBaseT. EASY MENU > ADVANCED MENU > NETWORK > WIRED NETWORK
	This projector is compatible with 100BASE-T only. Check the specification of the connected equipments.
	If the LAN cable is connected with the hub, try to change the connected port at the hub
	If the LAN cable is connected directly to the computer, try to connect to other computer
No image is displayed via HDBaseT	Check the LAN cable if it is CAT5e certified or higher.
	Try to change the LAN cable.
	If the LAN cable is connected with more than 3 extension connector, the transmission of 100 meters may fail.
	Check if the extension connector is compatible with CAT5e. All LAN cable and extension connector connected with HDBaseT port must be CAT5e certified.

Phenomena that may be easy to be mistaken for machine defects (continued)

Phenomenon	Cases not involving a machine defect
NETWORK BRIDGE function does not work	The NETWORK BRIDGE function is turned off. Select NETWORK BRIDGE for COMMUNICATION TYPE item in the OPTION - SERVICE - COMMUNICATION menu.
Schedule function does not work	The SAVING function is working. Select NORMAL for STANDBY MODE item in the SETUP menu. The internal clock has been reset. Once you turn off the projector in the SAVING mode or the AC power, the current date and time setting is reset. Check the DATE AND TIME setting for WIRELESS SETUP or WIRED SETUP in the NETWORK menu.
When the projector is connected to the network, it powers off and on as described below. Powers off ← ↓ POWER indicator blinks in orange a few times ↓ Goes into standby mode	Disconnect the LAN cable and check that the projector is working properly. If this phenomenon occurs after connecting to the network, there may be a loop between two Ethernet switching hubs within the network, as explained below. - There are two or more Ethernet switching hubs in a network. - Two of the hubs are doubly connected by LAN cables. - This double connection forms a loop between the two hubs. Such a loop may have an adverse effect on the projector as well as the other network devices. Check the network connection and remove the loop by disconnecting the LAN cables such that there is only one connecting cable between two hubs.